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into a few more helpless victims.

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THE MIRACLE KEYBOARD FOR MINIEMDO — PAGE

A YEAR HAS PASSED SINCE BIHMY AND JIMMY DEFEATED THE SHADOW MARRIONS.





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METALSTORM
THE HUNT FOR
RED OCTOBER

SWORD OF SODAN THE PUNISHER TRAMPOLINE TERROR

GUIDEPOST: THE HOT 100 GAME NEWS & PREVIEWS



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DITOR'S LVIEW

General impressions from the Winter Consumer Electronics Show, 1991: Electronic games are still alive and kickin', and Nintendo is still coming on very strong.

Not that we had any doubts. But whenever there's a recession, the gloom-and-doom talk spreads like wildfire. And Nintendo, the unequalled success story of the late 1980s, is a natural target.

At Winter CES in Las Vegas, Nintendo reacted sharply to dark rumors of its impending decline. During a press conference held just before the show opened on January 10, Nintendov toic president Peter T. Main pointed to several headlines speculating on Nintendo's downfall and explained why he believes the company will remain a strong force through the 1990s.

True, U.S. sales of the Nintendo Entertainment System are not what they used to be. But over the past six years, Nintendo has sold nearly 30 million NES machines in the U.S. — reaching about one of every three American households, and about half of all households with children. That's aremarkable record.

Thanks in part to the enormous popularity of the Came Boy and such NES titles as Super Mario Bros. 3, Nintendo's overall sales are still growing. Since its debut in February 1990, Super Mario 3 alone has reaped revenues of more than \$427 million. In fact, if Super Mario3 were a novie instead of a videogame, it will make second only to E.T. as the largest-grossing movie in history!

Nithendo's next big move is to bring its 16-bit home videogame system, the Super Farmicom, to the U.S. this fall. (See "Nithendo News," page 24.) Of course, Nithendo is a latecomer—Sega and NEC have already been selling their 16-bit game systems in the U.S. for more than a year. Have Sega and NEC captured the beachhead, or are they merely priming the pump?

One thing that will help Sega and NEC is Nintendo's recent decision to drop its so-called "exclusivity rule." Until now, independent companies that were licensed by Nintendo to make NES games had to wait at least two years before releasing those games for competing systems.

The computer game market is quite different. Computer software companies commonly release titles for several systems almost simultaneously. For instance, you don't have to buy a certain brand of computer to play Tetris—it's available for IBM compatibles, the Amiga, Ataris T3, Macintosh, Commodore 64, and Apple IL But you can't play the cartridge version of Tetris unless you havean NES or Came Boy.

Now that Nintendo has dropped its exclusivity rule, the videogame market will open up. Nintendo-licensed companies such as Sunsoft, which scored a bighit on the NES with Batman, are free to release their top games for the Sega Genesis and NEC TurboGrafx-16. Sunsoft already has a Sega version of Batman that until now could be sold only in Japan.

This change is good for everyone — especially game companies and game players. It benefits the game companies by allowing them to spread their increasing development costs over a larger number of systems. And it obviously benefits game players by making more games available. There will be less chance of missing out on a hit title just because you bought one particular game system instead of another.

Despite the uncertainties the world is facing in 1991, we're optimistic that the 1990s are shaping up as an exciting decade for electronic entertainment.

Tom R. Halfhill Editor, Game Player's

GP



MegaMan'3. Anything else you need to know?

and get 3.







SnakeMan, HardMan, GeminiMan, MagnetMan, NeedleMan, ShadowMan, SparkMan and TopMan. They re the eight new robotmasters in MegaMan 3. Defeat them all and you'll still have Dr. Wily to deal with. And possibly even a

with. And possibly even a few of your old enemies from 1 and 2. Okay, now the only question that remains is how fast you can get to the store



April 1991

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ACE TO START. NEW PL

YOU'RE RIGHT.

INTRODUCING FATAL LABYRINTH, AND THAT



PALIAL LAND FILTER FILE

Fight will emorater structurely you from all angles. Use the right weapon and major as the right time. Avoid secret pits and deathly chaos squares. Search for hidden stanwells that leady on so the allingibity dragon and restore light to the world.



FATAL LABYRINTH: Create your own journey each time you play. Search for weapors, mage, armor, shields, and food in rooms that mysteriously appear as you trive!



FATAL LABYRINTH: Start the journey in the village outside Dragonia's castle. The village dwellers will tall you of their plight and what you need to do to save the world from darkness.

S JUST THE BEGINNING.

Fatal Labyrinth is fresh. Because you create the journey. And no two journeys are the same. Travel through 30 levels of ever-changing mazes, with new rooms and hallways revealing themselves at every turn. No hundred-page hint-books here, You're on your own.

Marauding ghouls have raided the nearby village and stolen the Holy Goblet, delivering it to the High Tower where the Dragon rules. With the goblet in his vile talons, soon darkness will consume the world.

As Trykaar, you will bravely enter

Dragonia Castle and employ a vast array of powerful weapons and mysterious magic items, discovering their functions and uses as you journey headlong into the clutches of the Dragon's minions.

Whether you're new to dungeon travel or a hardened veteran, Fatal Labyrinth will hold surprises and high adventure unlike any other fantasy game. Every time you play, it's like a new, different game. And with Phantasy Star II," Sword of Vermilion," and







PHANTASY STAR II:

With 19 multi-level maze duny eors and 9 seconste cities to explore, you'll solve twisted nedles and fight hundreds of Biomonsters that will hopefully lead you to your goal. Awarded "1990 Best Video Game of the Year" by Video Games & Computer



SWORD OF VERMILION: Awarded "Best Genesis Fantasy Role Playing Game by Game Players Magazine Sword of Vermittee combines the classic aspects of RPG with an

innovative sideview combat system and Genesis



PHANTASY STAR III:

The most asked about Soga sequel from consumers nationwide 7 unique journeys and 4 different analogs. There are 9 worlds and moons to explore with characters that age, marry, grow old and die Available in June



SEPARATE THE MEN FROM THE BOYS.

INTRODUCING SEGA GAME GEAR

If you ce shill playing with Game Baye, it's time to your up Game Giar is here. The new color particle wide's game system with invode quality Sept' games and quephies. Game Gear's advanced technically makes Game Bay look like child's play. The high reaslation color screen provides ratur dury detail. Intense colors give a picture so lifelike it pots your right in the thick of the action. And the back hit streen allows you to play in any kind of light, oven total darkness. Other features include multi-channel stereu sound and statedishe art aptions like a IV toner, Geor to-

Gear Cable[†] for one-an-ane competition and a Rochargeable Battery Pack for hours of play without batteries. Sa guit kidding yourself, it's time to get into gear.



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Super Mario Bros. 2

In the Nintendogame Super Mario Bros. 2, how do you beat Wart? Every time I get there, he kills me. Can you help?

Luke Reed Arizona

You'll notice that there's a machine spitting out vegetables in the center of the room. Calcular a vegetable as it falls. Now make your way to the platform directly in front of Wart and toes the vegetable in his mouth. Wart must be well as the vegetable in the mouth. Wart must be altergic to vitamin A, because when you'ce fed him enough vegetables, he's done for.

Final Fantasy Legend

In Final Fantasy, Legend for the Game Boy, I'm hopelessly stuck on one part. I've made it past the Gen-Bu dragon and have beaten the dragon in the whirlpool. But when I go to the old man in the hut, he says, "What do you get for two longswords, three gold helms, and four potions?" After I go back to him, he zaps me. Where do I find the item(b) he wants?

Corey Dyck British Columbia, Canada

Buy a battle sword for your lead character. Then go back to the old man, and he'll vive you the item.



De you have any questions about you froutle videogenes of someulat games? Ot de you have my have my historia facility and the control of the control of the control of the videogenes. As a control of the videogenes of the videogenes of mail we receive very get that we cannot reply individually by mail to game questions.

Super Hydlide

In Super Hydlide for the Sega Genesis, I can't defeat Kaizack. I have the fairy-made helmet, the shield, and the mail with the flaming sword, but I still can't kill him. I have tried for quite some time. Please help me—are there any tips for defeating him?

Scott Cussom New Hampshire

First, shoot the humps on his back,

then shoot his mouth. Finally, jump inside his mouth and keep shooting until he's destroyed.

IronSword: Wizards & Warriors II

Help! How do you defeat the four elementals on the last stage of IronSword for Nintendo?

Pat Coyne California

Climb the mountain slowly so the elementals will attack you only one at a time. When one attacks, quickly retreat down the mountain and fight it on level ground. When you've destroyed it, repeat the procedure until you've destroyed all the elementals one by one.

Alex Kidd in Miracle World

I'm stuck in Alex Kidd in Miracle World for the Sega Master System. I can't get past the red castle that appears over the river near Cragg Lake. Which way am I to go? Also, I can't find the Sun Stone Medallion, the Moonlight Stone Medallion, the Gold Crown, or the Hirotta Stone.

Patrick Hanrahan New York

It's a room that is empty except for a trapdoor. Instead of falling through the trapdoor and trying to swim through the room of spikes, use your Cane of Flight to go through the small opening in the upper right corner of the room with the trapdoor.

You have one stone medallion from the beginning of the game, and you can get the other from Janken the Great at the end of the red castle. The gold crown is found in the next stage.

Skate or Die 2

I'm having trouble on the final level of Skate or Die 2 for Nintendo. I can't find the way through, and I can't find the building permit. Can you please help me?

Jason Ramos New York

Unfortunately, we can't — the final stage of Skate or Die 2 is one of those areas you simply cannot navigate without a may. You must shave a may as you move through the game so you can locate the right power-ups when you need then.

Crystalis

In Crystalis for Nintendo, how do you use the Rabbit Boots? I know you use them to climb the icy slopes, but when I select them and try to climb a slope, nothing happens. I've tried everything!

Kirk Shimano California



To use the Rabbit Boots, simply press one of the buttons on your controller after you've selected the boots from your inventory. This will allow you to jump.

Bonk's Adventure

I have two tips for Bonk's Adventure for the NEC TurboCrafe-16. First, in level 2-5, Bonk falls into water. To skip swimming all the way around to get to the skull elevator, stay on top of the water in the right-hand corner of the screen. When your head is half-way out of the water, jump and spin while pushing right on the directional pad. Walk to your right, and you'll end up at the first skull elevator.

On level 31, there's a row of bones in front of you. Set button II to the highest turbo setting. If you get a good running start, you'll land on another platform. Walk to the right, and you'll have skipped the next levels.

I also have a question. Are TurboGrafx games compatible with PC Engine games?

Nick Carnevale New Jersey

Thanks for the tips. TurboGrafx game cartridges aren't compatible with the PC Engine (the Japanese version of the TurboGrafx) — but CD games will work on either system if you have the appropriate CD drive.

King's Quest

Hil I have King's Quest for home computers. I need to know three things. First, there are three things you need to beat this game — a magic chest, a magic mirror, and a magicshield. I can't find the magic shield. Where is it?

Next, there is a note you get from the witches' house. It says, "Sometimes it is wise to think backwards." What does this mean? And finally, what is the purpose of the well?

Terrance Patterson

You can find the magic shield by visiting the lair of the Leprechaun King. There's a tiny hole you must find and crawl through — but you'd better taste a magic mushroom first.

The note by the witch's bed is a hint for solving the riddle of the gnome's name. And finally, you need to climb down the well — not only to get water, but also to find the dragon's cave. One of the three magic items is hidden there.



PAC-MAN'S BACK AND GAME BOY'S GOT HIM!



through twisting mazes filled with power pellets, bonus fruit, and those wicked shosts! Beware of their touch-they've been known to snack on Pac's

Hook up with a friend to double the excitement in this first 2-player Pac-Man." Determine the challenge by choosing the number of lives you'll need to defeat your opponent. Add fuel to the rivalry by using the handicap feature which allows two players to begin in different rounds. Gulp down a ghost and shoot'em to your opponent's maze!

There's Ghosts to gobble so get Pac'n.





SMASH INTO THE FUTURE

In a futuristic sports arena, you're running upfield, free and clear, when WHAMI your opponent slams into you with a bone-jaming tackle knocking the ball loose. On defense, switch control to your nearest player,

you with a bone-jaining tackle inacting the ball loose. On defense, switch control to your nearest player, then devastate the ball handler with lightning spin lack, forcing another fumble. Now pick it up and sprint upfled. Then out back to exact sacklers, fake the goalle, and bus through for a touchdown!

This is Powerball, the sports game where teams of ammoral athlies hammer each other in a furious slug-fest. Powerball combines skills from martial arts, football, and rugby. Each of the twelve teams boasts a unique level of skills. Whether you compete against the computer or a friend, you'll trivil to the action of Powerball, the smash sport of the future.

For more information write: Namco, Hometek Inc. 3255-1 Scott Blvd. Suite 102 Santa Clara, CA 95054-3013.

The Game Creator

THE MIRACLE PIANO TEACHING SYSTEM

Learning to play the piano has always centered on the one-to-one relationship between the student and the teacher. Even when piano instruction evolved to include such things as piano labs (rooms with wall-to-wall electric pianos) or the rote-learning concepts of the Suzuki method, the basic studentteacher interaction was still there.



system are a keyboard synthesizer, a teaching cortridge, and an instruction monuol

With the Miracle Piano Teaching System, however, Software Toolworks aims to take music instruction along an entirely different route. Your teacher is a clever computer program neatly contained in a standard Nintendo cartridge. Your piano is a versatile keyboard synthesizer that plugs directly into the Nintendo Entertainment System. With this package, the intensity and speed of instruction is left up to you, the student. To be sure there are already a number of audio and video selfteaching tapes on the market, but none can offer the degree of interaction possible with the Miracle.

The \$349 Miracle system starts with the keyboard synthesizer. which is specially designed to work with the teaching software. However, the synthesizer can also be used as a stand-alone instrument without a Nintondo machino or the teaching cartridge. The keyboard can even be plugged into a sequencer or similar devices via its built-in MIDI IN and MIDI OUT ports. (MIDI stands for Musical Instrument Digital Interface, a well-established standard throughout the music industry.)

There are three options for

sound output (four if you count Choose Section & Your Are

Press Start To Begin Each course consists of 36 lessons, and there are separate courses tollared to the abilities of adults and children.

Gary Meredith

The first few lessons may seem almost poinfully bosic to some, but they do provide on excellent foundation in technique.

the MIDI ports). You can play music through the keyboard's built-in, four-inch stereo speakers: listen privately with stereo earphones (included); or use standard audio cables to connect the synthesizer to any stereo system or boom box that has AUDIO IN tacks. By pressing various buttons on

the synthesizer, you can create 128 different sounds and effects, including piano, electric piano, harpsichord, organ, guitar, bass, saxophone, various orchestral instruments, and percussion. The synthesizer is 16-note polyphonic, meaning up to 16 keys can be held down at once to produce sounds. (It also means that several of these polyphonic channels can be assigned to

(continued on page 20...)



The Followin Be Too Grapl



oncommy planes and destroy secret military bases in nine action missions with BLUE



blood-flus and droots in the dangerous 8 player game - SLIME WORLD.



RYGAR, the 2 player aroude but that bits you against ferocious heasts, hideous demons or toorse your hest friend



PAPERBOY. Fling papers at non-subscribers. race your bicycle on people's lawns - in other words, the ultimate afterschool tob



to destroy you. Up to 4 players can take part in the destruction.



borrible creatures. It's you against the exil empire in the game of GAUNTLET.

Warm up the brain cells, Condition those fingers. Break out the antacid.

The new Lynx cartridges are here. Twelve of the roughest, toughest.

most challenging game cartridges in the Cosmos.

And now you can play them on earth. In fact, anywhere on earth. Because the

Lvnx is the world's first portable, color video game system. With its totally

unique 16 bit graphics engine,



Scenes May ic For Adults.



ROBO SQUASH. The ultimate paddle game The goal is to squash the enemy and line up four globes in a row to win. But he careful, three splats and you're out.



XENOPHOBE. Trapped in a space station, you must destroy the alterns. Side scrolling adventure for up to 4 players.



KLAX. Maneuser your platform. Catch the falling bricks. Stack 'em for points. And try to do it all before your dad asks to borrow it.



ROAD BLASTER. Drive and avoid mines, exploding towers and enemy vehicles for points and make it through 50 levels. Great to that in the back of the car.



aliens in the 4 player game ZARLOR MERCENARY. Your only bope is to kill them all or break for lunch



tisches. PALMAN escape the marataming ghosts by guiding her through multiple mazes gobbling up dicks, energizers, fruits and pretzels



the Lynx lets you play arcade quality games that really look like arcade games. In 4 channel sound. Play by yourself. With one opponent. Two opponents. Three opponents. Or you can even link up with seven other players on certain games.

So if you don't already own a Lynx,

you better hurry. Because they're going fast. And so are all these game cartridges.

Visit the videogame section in your

favorite store now.

Before they're wiped out.

before they re wiped out.



Early on, the Miracle stresses the development of sight reading. along with exercises that strengthen hand-eye coordination

tridge.

The Miracle's welcome screen

allows you to choose between

courses designed for adults or

children, and where in the course

of 36 lessons you want to begin.

(This lets you pick up where you

lessons are intended to introduce

you to the basics: note names on

the keyboard, finger and hand

placement, simple rhythm, and

how to read music notation. An

back-

Those first

out the worry of

drowning in a

into

the keyboard with-

In either mode, the first few

left off from previous sessions.)

background instruments, still leaving plenty of channels free for your own playing.) A foot pedal works just like the sustain pedal on a traditional piano. The keyboard has 49 full-size

keysthat are velocity-sensitive, so the harder you strike a key, the louder the note. The keys are not weighted, however, which would allow for smoother key action. Nevertheless. the transition to a standard piano shouldn't be a big problem. Setting up the Miracle is easy.

Just plug in the keyboard's power supply, plug the keyboard into controller port 1 on the NES, con-

excellent manual enhances each lesson and providessome genground on music, the piano, and the capabilities of the Miracle keyhoard lessons are quite good. They allow you to plunge playing

Every lesson allows the student to learn the rhythms of the practice piece without having to worry about the correct notes.

RESECUE, BURSER, SPLEET SEPTIMES The Chalkboard screen not only teaches notation and gives you lips on technique, but also attempts to foster a feel for

each particular musical piece. nect a standard game controller to swamp of confusing concepts and port 2, and insert the teaching carnomenclature. After each exercise.

the Miracle grades your progress and makes suggestions. One of the most remarkable

features of the Miracle is its shility to customize its lessons to your individual performance. For instance, if the Miracle notices that you're having trouble coordinating your left hand, it tailors the next exercise to give you more lefthand practice Particularly helpful is the way

in which the system instills a sense of rhythm. In addition to playing through the keyboard exercises, you must also play with Roboman -a musical robot who needs your help. By playing various rhythmic figures, you can help Roboman make it through a videogame-like adventure.

This videogame approach to piano teaching is used for other basic lessons as well. For example, to develop your sight-reading abilities, you play a variation of Duck Hunt in which you shoot ducks flying across a musical staff superimposed on a hunting scene. To score a hit, you have to play the note or chord that matches the duck's position.

Throughout the course, you

have the opportunity to visit the Practice Room, where you can rehearse several different sonos. If you want, you can play along with the "Software Toolworks Orchestra" (preprogrammed background music) or with Rohoman and the ducke

From the very beginning, the Miracle takes great pains to forge an alliance between your eyes and your hands - and succeeds. In demo mode, the TV screen always shows the notes being played on both the keyboard and the staff. But even from lesson 1, you are encouraged to sight-read, to play without consciously thinking about where your hands are on the keyboard.

Don't expect to get away with a half-hearted effort in any of the



illustrate specific rhythm figures, It's



notes or chords to zop the flying ducks

Miracle's attennover wavers, so it catches even the slightest mistakes. In fact, the Miracle is designed to detect 200 different errors. The Chalkhoard screen displays customized messages to give you help

lessons. The

for each error. Orchastra ' It's particularly touchy about rhythms and note durations, and it'll keep you go-

ing over the same exercises until you get them exactly right. I'd almost swear my old piano teacher could have been the model for the programming. (The Miracle is a lot gentler with its criticisms. however)

Is the Miracle really the answer for every would-be piano student? Yes and no. Those who can benefit most from the system are adults and very young children. For adults, the Miracle solves the problem of how to schedule lessons around a full-time job. Adults who are considering piano lessons are usually self-motivated

enough to take advantage of what the Miracle has to offer.

Young children, on the other hand can benefit from the Miracle's emphasis on the mechanics of playing. A good grounding in these basics would certainly ease the transition to a private



demonstrated, played solo, or performed with the packaround accompaniment of the "Software Toolworks

teacher, should the young sters how promise and sustained interest For those who desire extensive

keyboard training, the Miracle is certainly no substitute for a human teacher. When you learn to play music from a machine, it's natural that your playing tends to become rather machinelike. Rhythmic, dynamic, and harmonic nuances are still the territory of a skilled piano teacher.

What the Miracle can give you is a basic understanding of piano playing and sight reading that's easy to build upon. It's a great new application for the NES, and more fun than we ever believed piano lessons could be.

Assistant Editor Gary Meredith has been o musician for more than 30 veors and has taught both woodwinds ond quitor





BUY TURBOGRAFX-16 NOW AND GET BONK'S ADVENTURE FRFE.

Now, when you buy a specially-marked fur-bollroft. If System, you get a for more than just bellistic 16-bit power, biller graphics, and blazing sound. Because now you get Boark Adventure, the most popular 16-bit video game of all time, completely free. All 28 stages of primordial bad guys, All five levels of prehistoric swamps, projectal forests and stone gas. deserts. All for a mere zero dellars.
All you have to do is huy the specially-marked Turbe-Grafx-15 System now (which already comes with another great game, Keith Courage in Alpha Zones) and you get Bonk's Adventure right on the spot. So you can save 50 bucks, and start benging heads immediatobe.





Lech for more lives inside the dinessur. Also remember to chech warry care untrence and bosh all wells to find secret bosuses.





A most beinque hoss, Tracter Hand, has a deedly beenhall fight with Benh. You can beet him, just use your hoad.



Sametimes Benhacoës to climb to get where he's going. Since they bedn't invented the ledder in 18,000 B.C., he was his teath.



NEC

intendo has made it official: Its secondgeneration videogame system, the 16bit Super Famicom. will begin appearing in U.S. stores

this fall

That news is hardly unexpected, of course - it's been predicted for at least a year - but it does end many months of official silence on Nintendo's marketing plans for the Super Famicom.



American game players can now start getting ready for the system's arrival

Nintendo's announcement was just one of many events we covered at the Winter Consumer Electronics Show, held in Las Vegas in January. Here are some more highlights:

Nintendo unveiled the new Four-Player Adapter for the Game Boy, similar to the NES Satellite and NES Four Score devices for the Nintendo Entertainment System. Meanwhile, Bullet-Proof Software was showing prototypes of an adapter that allows at least ten Game Boys to be linked together for multiplayer games. Nintendo introduced two

exciting new NES titles: StarTropics, an action-adventure game placed on a tropical island; and Sim City, based on the hit computer game in which players build and manage their own metropolis.

· A live-action movie entitled The Super Mario Bros. will begin production this year and is ex-



Hot News From CES

Tom R. Halfhill



pected to reach theaters in the summer of 1992. It's described as a comedy-adventure for both youngsters and adults. The role of Mario is to be played by Danny DeVito, the star of Twins, Throw Momma from the Train, Ruthless People, Taxi, and numerous other hit movies and TV shows. The script is by the same screenwriter who did Rain Man, and the producers are the same folks who made such award-winning films as Dances with Wolves, Driving Miss Daisy, Chariots of Fire, Gandhi, and

- Nintendo's 16-bit Super Famicom will be redesigned for the American market and released here later this year.
- StarTropics is a new action-adventure game from Nintendo. Your mission: Rescue your kidnapped uncle, a world-famous archaeolo-

The Killing Fields.

· Nintendo is following up its hugely successful Nintendo World Championships with the first NintendoCampus Challenge. This year-long competition will visit 50 universities and popular springbreak areas throughout the U.S. to determine the "college valedictorian of videogames." Contestants will play a new variation of the three-part game that was specially designed for the Nintendo World Championships — a combination of Dr. Mario, Rad Racer, and Super Mario Bros. 3. There will be categories for both men and women, and all finalists will receive round-trip airfare to the January 1992 championship. Prizes include new cars and cash scholarships.

Nintendo announced that it will no longer restrict licensed software companies from making versions of Nintendo games for other videogame systems. Until now. Nintendo licensees had to wait at least two years before releasing a game for a rival machine such as the Sega Genesis and NEC TurboGrafx-16. Nintendo's decision opens the door to simultaneous releases of videogames on multiple systems.

· American Video Entertainment a nonlicensed maker of NEScompatible games, says Nintendo recently changed the circuitry in the NES to keep it from working with AVE's game cartridges. The modified circuitry affects carts made by some other nonlicensed companies as well. As a result, AVE has sued Nintendo in federal court



NINTENDO NEWS

The Super NES

Several months ago we forecast that Nintendo would officially debut the American version of the Super Famicom at the Summer Consumer Electronics Show in June 1991, then begin selling the 16-bit system in U.S. stores in the fall. It appears we guessed correctly.

Although the Super Famicom was at the recent Winter CES, it was the Japanese version (which went on sale in that country last November), not the upcoming American version, Also, it was not part of Nintendo's main exhibit. Instead, Nintendo set up a small enclosed theater for short demonstrations of three Super Famicom games: Super Mario World, F-Zero, and Pilot Wines. (We commented on two of those titles in the March issue of Game Player's, based on our early testing with a Japanese Super Famicom.) Nintendo revealed very few details about the American version of the machine, and no U.S. price has been announced.

A few tidbits of information are available, though, Forinstance, Nintendo projects it will sell two million 16-bit systems in the U.S. alone this year. That's a tremendous number, considering that the machine probably won't appear in stores until August or September and will likely cost twice as much as an NES. Some observers think Nintendo's projection is a safe estimate, while others (competitors, mainly) dismiss it as hopelessly optimistic.

Although there won't be any significant internal changes in the American version of the Super Famicom, Nintendo will reportadly add a security chin similar to theone inside the NES. This would make it more difficult for companies not licensed by Nintendo to produce compatible cartridges.

As mentioned above, though, Nintendo is relaxing its so-called "exclusivity rule" which formerly the eight-bit Nintendo, called the Famicom (Family Computer), doesn't look anything like the American and European NES. Sega redesigned and renamed its Japanese Meca Drive before introducing it in America as the Genesis. and NEC did likewise with its Japanese PC-Engine, releasing it in the U.S. as the TurboGrafx-16. Typically, American versions of Japanese videogame machines are enclosed in larger plastic housings. And what will the Super

> Famicom be named when it's released in America? That question seems

> > to have in-

spired an

informal

trivia con-

test among

industry observers. For now, most people simply use the Japanese name, while others predict it will be called the SFX. Nintendo, however, is currently referring to it as the Super NES.



Nintendo adapted Sim City from a hit computer game by Maxis Software. As a big-city mayor, you have to plan and manage the development of a growing metropolis.

restricted licensed companies from making games for competing systems. Companies licensed by Nintendo are now free to release their titles for any wideogame machines they want, anytime they want. The new policy applies to both 8-bit and 16-bit games.

Nintendo also indicated that the Super Famicom's housing would be redesigned for the U.S. market. As one spokesman put it, the American version will "probably look considerably different" from the Japanese version.

That's hardly a surprise, of course. The Japanese version of

More Nintendo Games

The small theater where Nintendo was demonstrating the Super Famicom was just a tiny part of Nin-tendo's mammoth exhibit at Winter CES. Most of the pavilion was occupied by companies showing off new games. The majority of those titles were listed in the March issue of Game Player's, and we'll be covering more of them in the months to come. But Nintendo occupied center stage with two new NES games - StarTropics and Sim City - and the new Game Boy

NINTENDO NEWS

.

Four-Player Adapter.

StarTropics is a colorful actionadventure placed on a lush tropical island. As Mike, a teenage
baseball star, you journey through
a mazellike wilderness in search of
your uncle, Dr. J. It seems that Dr.
J. a famous archaeologist, has been
mysteriously abducted by parties
unknown. During your quest,
you'll meet many interesting char-



by nonlicensed companies, such as Krazy Kratures from American Video Entertainment, may be incompatible with the latest version of the NES.

acters and receive help from friendly native villagers.

StarTropics, scheduled to be available immediately, is one of the largest games ever designed for the eight-bit Nintendo. Its four-megabit cartridge is one-third larger than Super Mario Bros. 3. In fact, StarTropics is as large as some 16-bit videorames.

Sim City is based on a hit computer title from Maxis Software. (In 1989, the IBM-compatible version won our Game Player's Award for Best PC Game of the Year.) This unique game lets you plan and manage the development of your own major city. You decide where to construct highways, mass-transit systems, and major buildings. You decide whether to zone certain areas for commercial or residential development. You decide how much money to raise from taxes.

As the city's population grows, it's your responsibility to manage that growth wisely. If you make all the right decisions, your city might end up with an efficient downtown area surrounded by orderly suburbs. Or it might deteriorate into a chaotic, polluted metropolis strangled by traffic jams and populated by unhappy citizens. Gounds like a few cities we know.)

Sim City will be most appreciated by older players, and is educational as well as fun. A version for the Super Famicom is also in the works. For the Game Boy, Nintendo's

new Four-Player Adapter doubles the number of people who can link their hand-held systems together for multiplayer games. The first little to take advantage of the totake advantage of the state adapter is Nintendo's own F-1 Race, adapter is Nintendo's own F-1 Race, action game based on Formula 1 auto racing. One to foracting, one to the cancing, one to the control of the first people with the four-Player and the four-Player and the four-Player and the four-Player Adapter for \$29.95.

For more Game Boy news, don't miss the "Game Boy Players" column elsewhere in this issue

Will They Play?

Any game cartridge made to play on the NES will work on any NES machine, right? Not necessarily.

Be aware that some game carts made by companies not licensed by Nintendo of America may not work on certain NES machines. American Video Entertainment, one of about half a dozen nonlicensed companies that make NES-compatible game cartridges, says Nintendo recently modified the NES to keep it from working with AVE's game carts. AVE charges that the modification serves no other purpose, and the company has filed a lawavia tagarisst Nintendo in U.S. federal court to set the proper of the property of the protriation of the property of the protriation of the property of the protriation of the protriati

The modification does not affect any licensed game carts —
those labeled with Nintendo's Olficial Seal of Quality. But it does
affect games from other nonlicensed companies which share the
same cartridge technology. Those
companies include Color Drearns,
Bunch Games, and American
Game Cartridges. However, the
modification does not affect carts
made by Tengen, the largest publisher of nonlicensed Nintendo
games.

AVE and the other companies say they have since modified their game carts to make them compatible again, and that only a very small percentage of the nearly 30 million NES machines in the U.S. are involved.

It will be up to a federal court to balance the two issues in this case: Nintendo's freedom to modify its hardware versus AVE's charge that Nintendo's action is illegally restraining free trade. No court decision is expected for many months.

GP

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realistic Genesis" golf game ever. Real players with hole-by-hole tips. Real

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you'll rush out and buy a cart.



o you like to play headto-head against someone by hooking two Game Boys together wouldn't the great if you could

with a Game Link cable? Wouldn't it be great if you could connect three or four Game Boys? How about ten or more?

You don't have long to wait.

Thanks to some new accessories—
and tons of new titles—gaming
on the go is about to get a lot more
fun.

We've recently returned from the Winter Consumer Electronics Show in Las Vegas, where Nintendo and dozens of other Companies were showing off the new products they'll introduce over the next several months. There's really too much news to cover in one issue, so watch future issues of Game Player's for updates and full reviews.

Two of the most exciting prod-

Nintendo's new Four-Player

Adapter doubles the number of
Game Boys that can be hooked
together for multiplayer games.

Bullet-Proof Software's Face Ball 2000 will work with a new multiplayer adapter that allows ten or more Game Boys to be



GAME BOY PLAYERS

NEW STUFF AT CES

Lance Elko Phill Powell Tom R. Halfhill

ucts we saw for the Game Boy were the new multiplayer devices. Nintendo's own Four-

Player Adapter doubles the number of Game Boys you can network together with Game Link cables, Of course, it'll work only with games specially designed to handle extra players, so Nintendo simultaneously announced the first fourplayer Game Boy title: F-1 Race. This fast-action game lets vou steer nitro-burning Formula 1 cars on 12 different racetracks, F-1 Race is packaged with the Four-Player Adapter for \$29.95.

\$29.95. An independent company, Bullet-Proof Software, is going even further. Bullet-Proof showed us a prototype adapter that allows at least ten Game Boys to be hooked together! To take advantage of this adapter, Bullet-Proof is working on a wild multiplayer game called Face Ball 2000. It's based on an Atari ST computer game from Xanth Software called MIDI-Maze, Each player controls a ball-shaped happy-face character within a maze. Since your view of the maze is limited to a first-person perspective, you can't see over the walls or around corners — but you can see other players when they appear in the same corridor. The object is to eliminate other players by shooting them before they shoot you. The last survivor is the winner



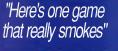
Face Ball 2000 and Bullet-Proof's multiplayer adapter are scheduled for release this fall. The game also works with Nintendo's

Another new Game Boy title from Bullet-Proof is Hatris, a fast-action strategy game. Hatris was designed by Soviet programmer Alexey Pajitnov, the creator of Tetris, and his partner, Vladimir Pokhilko. Watch for it soon.

Four-Player Adapter.

Crystal Quest, a popular game for the Macintosh computer, is coming out for the Game Boy from Data East. The goal is simple: Colet scattered space crystals while avoiding deadly mines. The challenge, though, sin the race against the clock. The more you play, the harder it gets. The original Mac gamewas addictive, and this Game





When Jamie says Gaiares really smokes, we believe him. That's because Jamie's been a professional video game tester since he was truelle. And when we introduced Jamie to the eight meg power and 3 way scroolling graphics of Gaiares, he was blown away.

Why? Benause Gaiares is the first of his.

kind to offer universal action, outrageous sound, plus a side kick probe that terrorizes enemy ships by stealing their fire power, then returns so you can blow them out of oblivion.

So before you buy the next game for your Sega system, see what the pro's go for, then go for Gaiares.

987 University Avenue, Suite 10

PLAYERS

Boy version appears almost identical in play. Crystal Quest is expected to be available this summer. Two other Game Boy titles were announced by Data East: Burvertime Deluxe and Side Pocket. If

this version from FCI isn't a translation of any of the six computer games - it was developed exclusively for the Game Boy by the original designers. A long-playing and deep adventure, Ultima: Runes of Virtue is filled with action, monsters, and treasures. As either a mage, bard, fighter, or ranger, your mission is to explore dungeons and search the land of Britannia to find eight hidden runes. There's a oneplayer mode with more than 150 levels, and an 80-level two-player mode in which you can either compete against a friend or

adapted from the hugely popular Ultima series for computers. But

> pete against a friend or work together to find the runes. The one-megabit cartridge includes a battery backup for saving game positions. It's scheduled to be released in May.

NTVIC, a new Game Boy publisher, announced two action titles. Power Mission and Fastest Lap. The first game looks like it might have been mod-

eled after events in the Persian Gulf.
You can select from one of seven
naval-and-air fleets and use radar
to track and destroy enemies. It's
designed for one or two players
and should be available now.
Fastest Lap is a Formula 1 racing
game that features 16 tracks on the



international circuit. It's also designed for one or two players and should be released in May.

Two new titles from Hudson

Soft, Alomic Paukand Triumpis, are due out late this summer. Alomic Pauk is a high-energy, post-holocaust action game in which you travel through eight nuked cities to find an escape route. You must cope with such hazards as exploding birds, bombs, and wind storms. Triumpis is a different kind of game. Set in a medieval fantasy world, it has elements of both chess and role-

- fast-action puzzle game from the Soviet creator of Tetris.
- 2 hall in your Game Boy with features like this bonus round.
- 3 de Thrask lets you compete all over the world or practice your trick moves on a ramp.

playing, and it features some pointed satire. You set forth on a quest to conquer a kingdom of demons, and along the way you battle noblemen, monks, mummies, spiders, skeletons, snakes, and jesters.

Ocean is bringing a big-screen hor to the Game Boy: RoboCop. It closely follows the story of the first RoboCop movie and the arcade game. As a cybernetic policeman, you patrol the streets of Detroit, shooting it out with crooks while trying to unravel the sinister plans of the evil O.C.P. Corporation.

The second Skate or Die game for



you've played either the NES or arcade versions of Burgertime, you'll have a head start with Burgertime Deluxe. You play hamburger chef Peter Pepper, who must frantically search for all the parts to build as many burgers as possible before time runs out. Side Pocket is a poolgame

that really does fit into aside pocket (of your jacket, that is). You can shoot either 9-Ball or Pocket Play matches. Both Burgertime Deluxe and Side Pocket are expected to be available by the time you read this. Ulltima: Runes of

Virtue is the first Game Boy title



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SPECIAL SPECIA

GAME BOY PLAYERS

- 4

the Game Boy will be rolling into stores shortly. Electronic Arts' Skate or Die: Tour de Thrash lets you join a skateboard tournament held in 12 cities all over the globe. You can also practice your stunts in a rampriding mode.

Mouse will star in Mickey's Dangerous Chase from Capcom. Among the dangers are tarantulas, bulldogs, and a menacing rodent







and Minnie Mouse must contend with these hazards while moving through five stages of scrolling ac-

coming to the Game Boy is the gobbling yellow fellow in Pac-Man. In a version closely modeled after the original arcade hit, Namco's Pac-Man features all the familiar mazes and relent-

> have made this chase game a modern classic. A twoplayer option lets you compete against a friend.

> Nintendo's Balloon Kid introduces another lighthearted adventure with cute and charming characters. Instead of punishing enemies, you

travel by balloon through a whimsical world. As Alice, the game's heroine, you're out to rescue Jim, your little brother. You travel by grabbing balloons and floating along, steering to avoid dangerous obstacles.

Balloon Kid has three different variations, including a two-player mode using a Game Link cable. It's a safe

bet that younger players will be drawn to Balloon Kid's gentle fun. Older gamers may find themselves interested, too. Electro-Brain's Go! Go! Tank

also has the look and feel of a game designed especially for younger players. You pilot a small, cartoonish airplane that's clearing a path for its companion tank on the ground. To help the tank, you must snag blocks and drop them to fill gaps in the land. Like Balloon Kid, Go! Go! Tank

lets two players enjoy its puzzle action. In the two-player mode, one person pilots the plane while the other drives the tank. In this variation, however, the two players work against each other while moving through the game's five areas. GP





GAME PLAYER'S

P=02

f you've ever wondered how you'd fare as a grizzled gunslinger in the Old West, then mosey on down to your local video arcade and take a crack at Mad Dog McCree, Betson's new live-action laserdisc game.

Mad Dog McCree isn't just another videogame. The graphics are full-motion, digitized images stored on a video laserdisc player. Unlike Dragon's Lair, the first laserdisc game to hit the arcades (in the early 1980s), Mad Dog McCree uses video footage of real actors, not cartoons.

And unlike Dragon's Lair, you're not armed with a wimpy little joystick and a fire button. No, sist, Mad Dog McCre sets you up proper with a full-sized six-shooter. (No bulless, though—the gonfires an invisible beam of light at the screen.) As you stand about four feet in front of a monstrous Sci-Inche Pioneer projection TV, all sorts of evil, mean, nasty varmints try to blow daylight through your new gunslinger duds.

The plot is simple: Mad Dog and his gang have taken over the town, locked the sheriff in his own jail, and taken the mayor and his daughter hostage. As usual, you are the only ray of hope.

Start off with some target practice, blasting bottles off a fence. Then, as you ride into town (population 65), the Old Prospector comes running up to give you the lowdown. Before he gets a chance to finish, a couple of greasy sidewinders try to plug him. If you don't beat them both to the draw, the old guy will croak without expire you gone important clues.

We advise heading to the saloon first, where the McCree boys with the jail keys are drinking. The bartender will call you aside to warn you of imminent danger. One-Eyed Jack will taunt you blast the barkeep. You'll have to blast the barkeep. You'll have to



ARCADE ACTION

Mad Dog McCree

Scott Wolf

gun down all five bad guys to get the keys and keep the bartender alive.

Next, go to the sheriff's office, where you'll have to shoot a McCree guard through the door. The sheriff will thank you and let himself out of the cell to help you finish off the gang.

Mad Dog McCre is filled with humorously cliched Western characters. For example, there's an undertaker who givesyou sardonic advice each time you die — while cleaning his fingernalls with a curious little knife. He also adjusts the town's population sign if you accidentally shoot a citizen: "Population's Sixty-faur."

In other scenes, you'll have to thwarta bankrobbery, take part in a shootout at a corral, carefully shoothe fuse off a load of dynamite strapped to the Old Prospector, retrieve the hideout map from a booby-trapped mine, run the gauntlet to the hideout, and mow

Mad Dog McCree lets you strap on a six-shooter and become a gunfighter in the Old West.



ARCADE ACTION

.

This is an actual scene from Mnn Dog McCree. Instead of computer graphics, the game uses video tootage of real actors stored on a video laserdisc player and played back on a 30-Inch projection TV.

The McCree game has taken over

the town, locked the sheriff in jall, and kidnapped the mayor and his daughter. To beat the McCrees, you'd better be fast on the draw!

down the outlaws as they bolt from their cabin (hopefully without hitting the mayor, who runs out amongst them).

amongst teem).
Although Mad Dog McCree is set in the Old West, the pistol attached to the game is a modified Daisy pellet gun modeled not after an authentic Colf Peacemaker, but rather a modern, double-action. 337 magnum. This is no thumb-buster—it'll shoot as fast as you can pull

the trigger, and it roars like Sonny Crockett's 10mm Bren on Miami Vice. In recognition of the gurs' all-too-real appearance, Betson equips some machines with a

bright-orange version of the piece. Here are a few tips that should help keep you alive: You can't just shoot anyone

you want to anytime you like, even when you know they're up to no good. Like any good lawman who knows his Supreme Court cases, you must wait for the bad guys to make the first move. Otherwise, the screen will just flash when you pull the trigger, and you'll find yourself back at the undertaker's.

The screen displays your remaining lives, your score, and how many bullets are left in your gun. You're supposed to holster the gun to reload it, but a quick downward snap of the barrel will achieve the same result in a fraction of the time.



Throughout the game, you'll see cattle skulls and spittoons. Shooting them will increase the number of bullets in your gun. You can actually pack 12 shots in the ol' six-shooter!

Listen carefully to the advice of the townsfolk. For instance, one time you may be advised not to approach the hideout from the rear;

from the rear; next time, they'll say not to approach it from the front.

Betsonsays a new scenario will be available for the machine every six months or so. A 1930s Chicago storyline with gangsters is currently in production. Mad Dov McCree may raise

Mad Dog McCree may raise objections from people who consider it too violent. However, there is never any bloodshed on the screen, and the stuntwork is very professional.

Besides in the immortal words

of Dirty Harry Callahan, "There's nothing wrong with shooting—as long as the right people get shot."



tthe previous Consumer Electronics Show (Chicago, June 1990), a palpable sense of gloom hung over the PC section, Sales of home computers had leveled off: some once-vigorous software companies seemed precarious: other companies - with attitudes that were decidedly mixed — had bowed to the inevitable and made nacts with the Nintendo inggernaut to produce the cartridgebased videogames they once scorned: and 16-bit videogame machines, offering computerquality graphics at a fraction of computer prices, were on the rise. Could it be that computer games

were doomed? On the basis of what we saw and heard at Winter CES (Las Vegas, January 10-13), the answer is an emphatic No! During the last six months, a number of things happened. Software companies got their collective act together and did some aggressive, high-profile marketing; IBM, Apple, and Tandy introduced popular new computers aimed specifically at home users: and some of the newest comnuter games were obviously so much better than anything available for videogame machines that a lot of people suddenly found their passion for PC entertainment rekindled.



PC PLAYERS

PC Games at Winter CFS

William R. Trotter

- Falcon 3.0 is the latest version of Spectrum HoloByte's F-16 flight-
- 2 Gunship 2000 is the sequel to MicroProse's popular attackchopper simulator.

Now the consensus is that the computer game market was never as moribund as it had appeared. PC software sales have shown healthy growth for the last two quarters, and the winnowing-out process has trimmed a lot of deadwood.

There were still some me-too games on display in Vegas, but nobody was paying muchaitention to them— not after viewing such to them— not after viewing such stunning products as Faleon 3.0, Genship 2000, Space Shattle, Castles, and Wing Commander II. In fact, we saw very, very few poor games at Winter CIS. And even exhibited was smaller than a telliher of the 1990 trade shows, the overall quality— in terms of graphics, sound, and concept — was extraordinarily high— was extraordinarily high—

traordinarily high.
Simulations, for instance, Just
keep getting better and better.
Simulations and better incompanies of the second of the se





PC PLAYERS

Falcon 3.0 should be available by the time you read this.

Another upgraded simulator was MicroProse's Gunship 2000. Aside from its brilliant graphics and realistic sound, this version improves on the original by allowing you to control as many as five attack choppers in a single operation, not unlike the armored countbat in MicroProse's Tank Plateor. Watch for Gunship 2000 late this spring.



In a dramatic departure from its normal line of combat simulators, MicroProse also showed a preview of Darbundas, its first roleplaying adventure. The setting ismedieval Germany, and the ambiance is definitely Wagnerian. The narative screens ared one in a mardistinctive style, reminiscent of the late-19th-century book illustratury book illustratury of N.C. Wyeth and Arthur Backbam

Virgin Mastertronic unveiled Space Shuttle, currently in its final stages of development by Britain's Vektor Graphics. Space Shuttle promises to be the Mount Everest of flight simulators. A six-foot shelf of NASA manuals has been crunched into this program, and every single sortich, readout, and button on the real space shuttle is simulated. You can fly a mission in real time, controlling everything yourself (a project that could take weeks), or you can let the computer take over some or all of the controls. The detail, scope, and graphic

The detail, scope, and graphic virtuosity of Space Shuttle awed everyGAME PLAYER's editor who saw it. This program is clearly the most powerful and complex flight simulator ever designed. It won't be everyone's cup of tea, but it certainly defines new boundaries for the genre.

Strateev games were few at

this show, but two were real standouts Interplay Carde's tags into a universal childhood pastime: that of building a fort, sculpting a sand castle, or piling up Lincoln Logs. In Castles, you design the medicaval fortees of your dreams—right down to the caudknon Sull of boiling oil you! Il pour down on you ree miles. Then you get to defend your castle against assaulting hordes. The animated castle-building see



quences (historically authentic, by the way) are delightful, and the sieges are surprisingly detailed. Castles is scheduled for release late this spring.

Perhaps the oddest strategy game exhibited was Solidarity from California Dreams. Developed by Polish programmers, this unique game lets you step into the role of Darkisads is the first fantasy roleplaying game from MicroProse. Castles, from Interplay, lets you build your own medical for-

wing Commander II is a follow-

up to Origin's award-winning space-combat game.



in pre-glasses Foland. You must raise funds, organize demonstrations and media campaigns, recruit now leaders, avoid getting your head cracked by the security police, and eventually emerge as a major political force in a newly free nation. How much fur this game will be to play is open to question, but its educational value seems high, and it certainly is different.

Wing Commander addicts will

he happy to learn that Origin's sequel is likely to be available by early summer. This isn't another Secret Missions module, mind you, but a whole new saga. It will including one that has a tail gunner) and speaking voices for the Kiltrath incemy (if your PC has enough memory to handle that feature). Origin also showed tuntaliz-

ing peeks at its second Worlds of Ultima role-playing game, Martian Dreams.It's a Jules Verne-type saga with a charming late-Victorian style and the same lively sense of wit and adventure that made Savage Empire so much fun.

Another sequel on the way is

PC PLAYERS



Namer claims to end of the most lovable from mil Forty, a follow-up to one of the most lovable fantase look, and the claim to grant look and an automate note taking feature that records every name, place, or fact mentioned during conversations with the game's characters. This feature will save a great deal of tedious scribbling, but you can switch it off it you prefer to take your own notes.

Also scheduled for late-spring release is Mindcraft's Rules of Engagement, a huge, strategic-level space-combat game that creates unique personalities for its vari-



ous characters. Using the new Interlocking Game System developed by Omnitrend, Rules of Engagement interfaces with Mindcraft's Breach 2, so players can shift between strategic and tactical combat.

Sports fans may see a slower tempo of new releases in 1991. simply because the genre has become almost as crowded as the dungeons-and-dragons field. MicroLeague Sports, a company whose statistics-intensive games have earned a high reputation for thoroughness and finesse, showed improved better-looking versions of its classic baseball and football simulations. MicroLeague also displayed a new interactive golf program, Personal Pro, that customizes itself to each player's indipidual needs



Two fascinating new sports games from Broderbund are Sports Simulated: Tennis and Sports Simulated: Boxing. These two games take the filled-polygon graphics found in many flight simulators and apply them, for the first time, to human figures. At first glance, the stylized, triangle-faced bodies are disconcerting - when a boxer launches a jab, he looks rather like Plastic Man slugging a criminal But that initial reaction is quickly supplanted by amazement at the fluid realism of muscle movement, and the charm and dynamism of the athletes' personal styles. The more we watched, the more we liked the freshness and creativity of Broderbund's new approach.

Puzzle game fans should keep their eyes open for Data East's Continuum, a French-designed

- Martian Dreams is the second installment in Origin's Worlds of Ultima series.
- Sports Simulated: Boxing from Broderbund is the first game to use filled-polygon graphics for human figures.
- 3 Sports Simulated: Tennes is another Broderbund game that uses filled-polygon graphics to recreate human movement.
- 4 Life & Death II: The Brain lets you diagnose and operate on various brain maladies.



game in which you bounce from shape to shape through various levels of a vast, geometrically weird environment. There's a dazzling Escher-like quality to the graphics, and the shapes and colors are close to psychedelic.

Surgery fans (come on, we know you're out there!) will be delighted to know that The Software Toolworks is bringing out Life & Death II: The Brain, a full-color brain-surgery sequel to the cut-and-stitch original.

There were numerous other games we don't have room to mention here, but we'll be covering many of them in future issues. Overall, we came away from this CSS with renewed faith in the solidity of computer gaming. Computer games are easier to play and much better-looking than they were even two years ago, and they continue to offer a first-rate entertainment experience.

GP

ega's exhibit at the recent Winter Consumer Electronics Show in Las Vegas was a very busy place this year. While many people felt that the overall turnout at the show was below average, you'd never have guessed it from the Sega booth.

As expected, Sega officially introduced the hand-held Game Gear to the U.S. market and displayed many new games. There were also a few surprises - such as a plug-in stereo speaker system for the Genesis (still not officially announced). But Seea did not show its long-awaited CD drive or telephone modem. Most of the excitement centered on the Game Gear and the new Genesis titles, Rows of monitors and Genesis machines were set up, and in most cases there were lines of people waiting to play the games.



The Game Gear

As we predicted in the January issue of Game Player's, Sega decided to officially debut its new almost a consistency of the c

The Japanese debut of the Game Gear was very successful. Sega reports sales of more than 40,000 units in the first two days alone. Within



SEGA PLAYERS

Game Gear Debuts in U.S.

Matthew A. Firme

30 days of its release, the entire initial supply of 90,000 units had been sold, and back orders for additional systems exceeded 600,000. But how will it do in the U.S.?

Tom Kalinske, president and chief executive officer of Sega of America, has great expectations. Kalinske predicts the Game Gear will sell even better in the U.S. than in Japan. In fact, he's confident that Sega will take the lead in the American hand-held market - a bold prophecy, considering that Nintendo has already sold more than five million Game Boys in the U.S. alone. But Sega points to marketing research which indicates that game players prefer the Game Gear's color graphics over the Game Boy's black-and-white screen

"There is clearly a need for a quality portable system that provides features other systems have failed to deliver," says Robert Botch, Sega's marketing director for the Game Gear. "This means easy-to-view, full-color graphics and exciting quality games that appeal to all ages." Exciting eames and wide-

Exciting games and wideranging appeal were both in evidence at Winter CES. One title in particular, Shinobi, showed remarkable detail for a hand-held game. The martial-arts character Shinobi looked more like he does in Revenge of Shinobi for the Genesis than he does in the original eightbit Sega Master System game, At CES, people of all ages waited in line to play Shinobi and other Game Gear titles, such as G-LOC (an arcade translation) Columns (which comes with the Game Gear), and Super Monaco GP (adapted from a Master System and Genesis carracing game). Nevertheless, to become the

hand-held leader, Sega will not only have to contend with the Game Boy — currently the best-selling portable in both the U.S. and Japan — but also with Atari's new \$99



- The Game Gear is roughly the same size as the new, scaleddown Atari Lynx. Unlike the Lynx, though, the Game Gear has an optional TV tuner.
- Super Monaco GP on the Game Gear compares more closely to the Sega Master System version than the Genesis version.

SEGA PLAYERS

Lynx. (See "Atari Safari" on page 48.) At \$159.95, the Game Gear is priced significantly higher than the new Lynx and is comparable in terms of features.

The American version of the Came Gear will be virtually identical to the Japanese version described in the January issue of Came Pluger's. Horizontal in design, it measures 7 inches wide, 35 inches tall, and 1.25 inches deep. It requires its own special game cartridges (about the size of a credit card) and is not compatible with Cenesis or Master System games.

Centered on the Game Gear's top panel is a 3.25-inch liquid crystal display (LCD) screen which can show as many as 32 colors at a time out of a possible 4,096. The LCD is backlit, which means it can be viewed in any lighting, even complete darkness. By comparison, Nintendo's Game Boy has a 2.5inch black-and-white LCD which is not backlit; Atari's Lynx has a 3.5-inch backlit color LCD; and NEC's TurboExpress has a 2.6-inch color LCD that uses active-matrix technology, which is superior to (but more expensive than) either the Game Gear or the Lynx

To the left of the Came Gear's screen is a standard directional pad. On the right are three control buttons labeled 1, 2, and Slart. At the lower left is a finy speaker. On top is an on-off switch, a volume control, a stereo headphone jack, an auxiliary input jack, and an AC power connector. The Game Gear requires six AA batteries, which

last three or four hours.

The auxiliary input jack lets you hook up an optional VHF/UHF tuner or a video camcorder, which allows the Game Gear to function as either a TV or a portable video monitor. The TV tuner is scheduled to be available in the U.S. this fall. Although no price has been announced, if'll probably retail for under \$100.

Other features include trueste.

reo sound and competitive play through an optional cable that links two Game Gears together. Future accessories will include an AC power adapter, a 12-volt cigarette lighter adapter, and a rechargeable battery pack.



Sonic the Hedgehog

Although nearly all of the new games at Winter CSS sparked interest, the one people seemed to talk about the most was Sonic the Hadgelog. The star of this Genesis game, Sonic, is a dizzyingly risal with the Hadgelog, If le looks cody—and with his speed, if no nowonder. He can run so fast that the backgrounds seem to blur, a truly responsable seems truly responsable seems to blur, a truly responsable seems

Sonic the Hedgehog has more going for it than pure rapidity. The graphics are excellent, as good as many games for the Amiga personal computer. And there's a sense of good-spirited mischief in Sonic's expressions and manner that make him instantly likeable. He's destined to become the Roadrunner of the 1990s.

runner of the 1990s.
Despite the complexity of the graphics, the speed of the scrolling, and the many items and characters scattered throughout the agame, the Helgehog cart we saw at Winter CES was only about half finished. What more could there be? Well, how about secret rooms, "Exaster ggs," and hidden items! Secrets like these will be a big part.



comes one of Sega's best-selling new titles. Two other Genesis games were

also noteworthy, both longawaited sequels. And both were very impressive. In Phantasu Star 3, you'll return

to the fabulous Algol system and explore beyond it. This promises to be the most detailed roleplaying game ever released for a home videogame system.

And Joe Musashi returns in Shadow Dancer: The Secret of Shinobi. This time, Musashi is accompanied by Yamato, his loyal dog. The action is nonstop and the graphics are terrific. Another Genesis game we can't

wait to play is Alien Storm. Only a

- G-LOC is a thrilling jet fighter game adapted for the Game Gear from an arcade hit.
- The fast, cocky Sonic the Hedgehog is one of Sega's best new games for the Genesis.

SEGA **PLAYERS**

demo was running at the show, but the graphics were enough to sell us on this one. You move through Anytown, USA, running into neighbors as you go. But any one of them might suddenly explode into an alien monster. You don't know whom to trust. All you can do is be ready, and suspect evervone.

Finally, how would you like a maze game that's different each time you play? Watch for Fatal Labyrinth — the mazes change, and so do the functions of various items and magic spells, so the game is always fresh



Independent Software

Not all of the excitement at Winter CES was generated by Sega of America. Independent companies occupied a large area in Sega's booth and were showing dozens of new Genesis games.

Accolade is working on a Genesis version of the futuristic computer game Star Control. Based on the preliminary version we saw. this should be a very detailed and very exciting game - a combination of role-playing, military strategy, and arcade action.

Taito is planning to release three new Genesis titles: Saigaia, a

scrolling shooter; Space Invaders '91, a revamped version of an old classic; and Rastan Saga II. RazorSoft, whose violent

TechnoCon has caused much controversy, is back with StormLord, a side-scrolling adventure. This time the question is whether or not the female figures in the game are nude. RazorSoft's position is that the Genesis audience is older and more mature, and the company plans to put a voluntary warning label on the package, as was done with TechnoCop. However, Sega of America wouldn't allow the risque version of StormLord to remain on display at Winter CES. Sega says an alternate version, which was allowed to remain on display, will be released instead. In this version, the women are unquestionably clothed. RazorSoft still hopes to release the original version.

Data East, whose Genesis titles were reported in last month's issue, hadn't vet worked out the details of its licensing agreement with Sega in time for CES, and therefore wasn't displaying any games at the show, However, Data East plans to proceed with Crustal Ouest. a race game set in space, and Midnight Resistance, based on an arcade game, as soon as the agreement is finalized. At least for now, Vapor Trail has been put on hold. Data East plans to release more



Genesis titles throughout the year.

Tengen will release Genesis versions of the popular arcade games Pit Fighter and Pac-Mania. plus R.B.I. Baseball III. Pit Fighter is notable as the first Genesis game to use entirely digitized characters. giving the game a unique realistic look

Mentrix, a new Sega licensee, announced its first Genesis title: Wardener, which is based on the arcade game Pyros.

Nuvision is working on Swamp Thing, based on the DC Comics superhero. Micronet/Bignet USA is plan-

ning to release three Genesis titles in 1991: Junction, a fast-moving puzzle game; Raiden, a shoot-emup; and Warrior of Rome, a military strategy game.



- Phantasy Star 3 promises to be the biggest, most detailed roleplaying game yet released for the Genesis.
- Each time you enter the Fatal Labyrinth, you'll find a new 2 challenge. The mazes in this Genesis game are different every time you play.
- This time accompanied by his fierce but loyal dog Yamato, Shinobi returns for his third adventure in Shadow Dancer. The

merican consumers seem to have an almost endless appetite for newelectronic gadgets of rform VCRs and video laserdisc players to music CDs and DAT recorders. With this in mind, Commodore recently launched CDTV, a product that Commodore hoose will create a

whole new category in home en-

tertainment.
The prototype version of CDTV
(Commodore Dynamic Total Vision) was covered in the August
1990 issue of Came Player's. Since
then, Commodore has changed a
few details, but the system largely
remains the same. The retail price
has been set at 5999.

On the inside, CDTV is almost identical to a one-megabyte Amiga 500. On the outside, however, CDTV looks nothing like a personal computer - one of Commodore's primary design goals. It has no keyboard, mouse, or floppy disk drive. Instead, CDTV is housed in a black case that closely resembles a frontloading VCR. The sleek unit is designed to be stackable and to fit unobtrusively into a home entertainment center. Commodore wants you to put CDTV in your living room, not in your home office.

Instead of the 3-5-inch floppy disk drive found on regular Amigas, CDTV has a front-load-ing CD-ROM (compact disc read-only memory) player. This player accepts three kinds of five-inch compact discs: special CDTV software, ordinary music CDs, and the CD+G (compact disc-tgraphics) format, which adds still video to the audio portion of a music CD.

Instead of a keyboard and a mouse, CDTV has a wireless remote control. Its numeric keypad, four-way directional pad, and A and B buttons make it look like a cross between a Nintendo control-



AMIGA PLAYERS

CDTV Is Here!

Sheldon Leemon

ler and a TV/VCR remote. And in fact, that's what it is — an all-inone substitute for a typewriter keyboard, mouse, and joystick. Only the back of the CDTV

unit looks anything like an Amiga 500. It has the familiar RGB video output, composite video output, keyboard interface, mouse port, parallel printer port, RS-232 serial port, and exter-

nal floppy disk drive port. In addition, CDTV has an S-video output (for Super VHS and Hi-8), RF video output for TV, and ports for MIDI IN and MIDI OUT. (MIDI stands for Missical Instru-

ment Digital In-

terface, the industry standard for keyboards and other devices.)

On the front of the unit is a stereo headphone jack, a standard Amiga cartridge slot, volume controls, and various buttons for the CD player.

Inside the box are all the chips normally found in an Amiga 500, plus a pair of video and DMA slots for future expension. By plugging in an optional keyboard, mouse, and floppy disk drive, you can turn CDTV back into a full-fledged Amiga 500. By adding an external expansion box, you could attach a hard disk drive, more memory, and other devices.

Commodore describes CDTV

IR, not a computer.

2 The New Basics Electronic Con book from Xiphias





as an "interactive multimedia player," a marriage between computer CD-ROM technology and television. TV presents us with bighaimpact visuals and sound but it's not interactive - we can only sit and watch. Computers and videogames let us participate, but their storylines are limited and their images and sounds aren't as lifelike as those on TV Commodore hopes that by combining highquality graphics and CD-quality audio with the interactivity of computers and the mass storage (550 megabytes per disc) of CD-ROM the result will be a new level of home entertainment

How successful CDTV will be depends on the kind of software written for it. Commodore promises 30 titles by the time CDTV is released this spring, with 200 titles by the end of the year. Some of these, however, will be quick transfers of existing Amiga products onto CD-ROM - software that won't really do much to take advantage of CDTV's potential. Commodore's list of CDTV software includes many familiar Amiga games, such as Theyday, Excalibur, Space Quest III, Xenon II. Pacmania, Future Wars, Sim City, Falcon, and Defender of the Crown, But there'll also be other applications developed especially for For example, at the recent

Winter Consumer Electronics Show in Las Vegas, NEC Tech-

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nologies presented a CD-ROM version of Sherlock Holmes, Consulting Detectine That version is intended for the NEC TurboGrafx-16 home videogame machine with its optional TurboGrafx-CD drive. (See "Turbo Plavers," page 45.) But Icom Simulations, which develand Sherlock Halmes for NEC is releasing a similar version for CDTV as well. It features full-motion video of live actors playing out various scenes in the drama As detective Holmes, you hunt for clues and try to solve three different mysteries included on the disc. CDTV applications aren't lim-

ited to games. In fact, Commedore plants omphases the educational potential of CDTV with such titles as Cinderella, The Idea of Peter Rab. as Cinderella, The Idea of Peter Rab. bil, Scare Peons for Rollete Kids, A Long Hard Duya the Ranch, Moreine Long Hard Duya the Ranch, Moreine Paper Beg. Princess from Discis, Paper Beg. Princess from Discis, All Duys Co to Hartners from Marit Software, Snoopy from The Edge; and North Polar Expedition from Virgin Mastertronic.

Home-reference applications include Garderijas — Hissusplanist from Intersearch, King James Büble and Illustratied Wirker of Stakespear from Animated Pixels; World Vista Allis from Applied Optical Medais; Lumily Adrical Advisor from Digita. Jupan World from TopClass Tech; and Time Table of Seinne & Immozention, Time Table of Business & Politics, New Basis: Electronic Codebook, and The American Heritage Encycloped Dictionary from Xiphias.

Another interesting CDTV application takes advantage of the built-in MIDI ports. Some music CDs use subcode channels to stee MIDI data for the instrumental tacks on the diss. By plugging a keyboardsynthesize into the MIDI ports, you can run these instrumental tracks through the synthesizer — modifying the sounds any way you wish, and even playing along with the music! Despite the many exciting fea-

tures of CDTV, Commodore faces a formidable challenge. It's difficult enough to successfully sell a product to an established market. With CDTV, Commodore must virtually *create* a new market, almost from scratch.







y far the biggest news from NEC at the recent Winter Consumer Electronics Show in Las Vegas was the number of new

CD titles on the way. The TurboGrafx-CD player is NEC's most unique accessory, and NEC intends to exploit that uniqueness. The company says about half of the TurboGrafx-16 games it releases this year will be on CD.

Last year, by comparison, NEC reseased only a handful of C titles in the U.S., and most of them — such as Monster Lair and Fighting Street — did not differ greatly from regular cartridge games. But some of the forthcoming CD games take fuller advantage of the enormous amount of information that can be stored on a CD.

A good example is the first title in NEC's new "family" series: Magical Dinosaur Tour, an animated encyclopedia guided by Lo., a talking baby dinosaur. Although Dinosaur Tour isn't exactly a game, it does illustrate some of the more interesting capabilities of the TurboGrafx-CD.

Dinosaur Tour allows you to choose from different prehistoric time periods and select any dinosaur in which you're interested. An animated sequence then takes over, showing the chosen dinosaur



TURBO PLAYERS

1991: Year of the CD

Jeff Lundrigan

in a simulation of its natural habitat.
You can also call up information about the dinosaur, view its
"family tree" (chain of evolution),
and locate where it once lived on a
map of today's continents. There
are six different parts in Dinosaur.



Tour, with information on 200 differenttypes of prehistoric animals. Dinosaur Tour was designed for NEC by Victor Musical Industries, which also created The Legendary Axe.

Future titles in NEC's family lineup will include selections from the Discis Reading Program, a series of dramatic readings of children's stories. Developed by Discis Knowledge Research, the interactive stories help young children learn to read as they follow the text and listen to the narrator. CD-based stories for the Turbo-Graft will include Sury Poems for Rollen Kids Checkeluded to be available.

- Mogical Dinosaur Tour is an animated dinosaur encyclopedia for the TurboGrafx-CD.

 IBHarold is a CD-based, modern-
- 2 the characters really talk with digitized voices.

able this summer), Cinderella, and The Tale of Peter Rabbit. An example of the new-style

CD games coming from NEC 1s/B Lendia, any solvery adventure in four parts. In each section, you must solve a particular crime — a murder, a car theft, and so on. Taking control of the title character, you can wander around the city and, for the most part, goarnywhere you want while looking for evidence. You can tikn to anyone you meet and listen as the person answers back with a distituted voice.

JB Harold also shows various



city scenes in digitized graphics, and the overall effect is that of

participating in a mystery movie. But perhaps the best example of things to come is Sherlock Holmes: Consulting Detective. This lavish CD game was developed for NEC by ICOM Simulations, known for such graphics adventures as Deia Vu and Shadowgate, Sherlock Holmes is based on the popular 19th-century detective novels and includes three different murder mysteries, each with digitized speech and graphics. The difference between Sherlock Holmes and most other graphics adventures, however, is that it was produced much like a movie, using a cast of 35 actors, 70 specially designed costumes, 25 Victorianera sets, and more than 80 pages of dialogue. The live elements were digitized and integrated with hand-drawn and computer-generated graphics to produce the fi-

As private detective Sherlock Holmes, you collect clues, interview witnesses, and try to deduce the identity of the murderer. Using an icon-based player interface to control the action, you can interact with the various characters. check stories in the London Times. consult Holmes's personal files, and even enlist the aid of his Baker Street Irregulars.

nal game.

The live actors and digitized dialogue in games such as IB Harold and Sherlock Holmes really put a new spin on things. For the first





time, you'll be able to actually listen to people's voices and watch the expressions on their faces while trying to figure out whether they're telling the truth.

The British Invasion

More companies are signing up to design games for the TurboGrafx. and one of them is a top British publisher of computer games -Psygnosis. The first Psygnosis title

to be announced for the TurboGrafx is an adaptation of the Amiga game

Shadow of the Beast. In this CD-based ac-

tion game, you play a character who for many years has been controlled by the Beast Lord Maletoth. Through a combination of hypnosis and drugs, you've been transformed and made to serve him as a messenger, a warrior, and an executioner. But now vou've awakened from your trance. To regain your lost humanity, you must fight your way past Maletoth's legions and ultimately defeat the Beast Lord himself.

Shadow of the Beast features amazingly detailed graphics and dozens of imaginative creatures. The Amiga version won the GAME

PLAVER'S Award for 1990 Amiga Game of the Year. so the Turbo-Grafx version is worth looking forward to.

Also coming from Psygnosis is Ballistix. designed especially for the Turbo-Grafx, Ballistix is a fast-paced pinball game featuring numerous

complex playfields on which you maneuver the ball through tunnels, magnets, splitters, and other obstacles. Ballistix will include all the usual Psygnosis trademarks. including sharp graphics and an original musical score

> Sherlock Holmes: Consulting Detective uses dozens of live actors and a script more than 80 pages long. It cost more than a million dollars to produce and will be

TaleSpin, developed for NEC by Radiance Software, is based on the Disney TV show

Two other British companies, Gremlin Graphics and Hewson, are also designing games for NEC. Gremlin's Impossamole is the latest installment in the humorous Monty Mole series, one of the most popular series of computer games in Europe. It stars a super-powered mole who battles aliens. Hewson's Paradroid 90 takes

TURBO PLAYERS

place on a multilevel space freighter. When the robot crew rebels, it's your job either to regain control of the mutinous droids or to annihilate them altogether.

Loricel, the largest software publisher in France, is also producing titles for the TurboGrafx. Panza Kick Baxing allows you to choose your own fighting techniques and pit your skills against eight different opponents. The game features some impressive graphics, digitized from paintings of figures in combat.

Loricel will also release a stilluntitled tennis game which allows



Disney's Debut The first Disney title for

the TurboGrafx is coming soon. NEC, in an agreement with Walt Disney Computer Software, will release

TaleSpin, based on the animated Disney TV show. TaleSpin is being designed for NEC by Radiance Software, which did Side Arms for the TurboGrafx last year. A second Disney title, still to be announced, is scheduled for later in 1991.

More games on the way from various sources include Bonk's Revenge, Battle Royale, TV Sports Basketball, Camp California, and Astralius.

Bonk's Revenge, of course, is the sequel to NEC's top hit of 1990, Bank's Adventure.

> venture, Bonk the caveman can noweat a powerup that lets him breathe fire, and — like Mario in Super Mario World for the Super Famicom ride a dinosaur. Watch for it in lune.

> In his latest ad-

Battle Royale and TV Sports Basketball are the

latest titles to take advantage of NEC'sTurboTapaccessory, which allows up to five game controllers to be plugged in at once. Battle Royaleris a wrestling game in which each player can take control of a different grappler; it should be available by the time this issue appears. In TV Sports Basketball, de-



veloped by Cinema-ware, five people can participate any way they want—all on the same team, or spili-32 or4-1 on different teams. The computer controls any onscreen bailplayers that aren't controlled by human participants. TV Sports Basketball is scheduled for release this June.

CampCalifornia is a Beach Boys-

Camp California is a Beach Boysflavored action game to be released on both cartridge and CD. The main difference between the two versions is that the CD will feature more digitized music. Astralius is the latest game announced by IGS, which recently produced Sonic Spile, Sinistron, and Tricky Kick for the TurboGrafx.

NEC also announced the TurboLink, a cable that allows the OrNEC's TurboExpress hand-held systems to be hooked together for two-player games. It's slated to reach the stores in March; the price is still undetermined.





2 Battle Royale offers unique wrestling action, allowing up to five players to compete at once using the TurboTap accessory. atch out, Game Boy, Game Gear, and TurboExpress — Atari has a new Lynx for only \$99!

Now that it costs only \$10 more than Nintendo's black-and-white Game Boy — no to mention \$80 less than \$ega's Game Gear and \$150 less than \$ega's Game Gear and \$150 less than \$fc.\$ Turbo-Spress — the new Lynx is a breakthrough for its price alone. But what \$even more amazing is that Atari didn't subtract any important features. The new Lynx still has the largest screen of any hand-held game systemand is fully compatible with all Lynx games.

about the new Lynx is its smaller size. The two main criticisms leveled at the original model were its relatively high price (8179) and wide girth (11 inches). So Atari shaved \$580 off the price and nearly two inches off the machine. The new Lynx is 9.25 inches wide, 4 inches tall, and 2 inches deep at its thickest point.

The first thing you'll notice

Remarkably, these economies were made without compromising any built-in features. The new Lynx has the same size screen as the original—3.5 inches diagonal. That compares to 3.25 inches for the Game Gear, 2.6 inches for the Gure Boy. In fact, the new feature Boy. In fact, the new

 Atari's new Lynx is the first color hand-held system under \$100.





SAFARI

The New Lynx

Tom R. Halfhill

Lynx uses the same color liquidcrystal display as the old model, so there's no difference in quality. The new version also has all

the same controls: a slightly redesigned directional pad, on/off switches, option 1 and 2 buttons, the restart/flip button, two pairs of A and Buttons, plus brightness and volume knobs. One button has been added: a switch that turns off the LCD backlighting to conserve

battery power if you have to leave your game for awhile

As before, you can use the new Lynx either rightor left-handed by pressing the flip button to turn the screen image upside down and then rotating the Lynx 180 degrees. The new model also retains the standard jacks for stereo headphones,

an AC power adapter, and a ComLynx cable that lets you connect two or more units together for multiplayer games.

To cut the price, Atari consolidated three custom microchips in the original Lynx into a single chip; made the radio-frequency shielding less costly; drove a better bargain with the overseas suppliers of the LCD screens (the most expensive component in the machine); and decided to offer the Lynx in two different packages.

Unlike the original Lynx, the new \$99 model won't come with a game cartridge, an AC adapter, or a ComLynx cable. The AC adapter and cable will be sold separately for \$9.95 each. However, the original package will still be available at a reduced price of \$149. That includes the old-model Lynx, AC adapter, ComLynx cable, one game (California Games), and - something new - a coupon for a second game. Although Atari had not made a final decision at presstime, the coupon will probably be good for any one of the three original titles: Blue Lightning, Electrocop, and Gates of Zendocon.

When the current stock of oldmodel Lynxes is sold out, says Atari, the new smaller model will be substituted in the \$149 package.

So which is the better buy: the 999 Lynx, or the 5149 kit with two games and accessories? The 5149 deal looks better, although some players may never need a ComLynx cable and might not care for the choice of games included. In that case, the 599 Lynx seems like a better buy. And from a marketing standpoint, there's no denyine the attraction of the new low

Atari has also announced a pile of new games for the Lynx. For details, see "Game News & Previews" on page 91.

price.





he brothers Billy and Jimmy Lee have fought countless battles defending their beautiful friend Marion against various enemies. The hapless Marion she been hunted down by huge mutant killers, nunchuck-toting ninjas, and even helicopter gunships. For the Lees, protecting Marion has

ter gunships. For the Le become a full-time job.

In the original Double Dragon, the Lee brothers freed Marion after she was kidnapped by the Black Shadow Warriors. Obviously, the Warriors weren't counting on the two-fisted cavalry that came to her rescue.

In the much-awaited sequel, Double Dragon II, Marion was the target of the Supreme Black Shadow Sensei's ninja assassins. The Lee brothers interceded again and completely humiliated the maniacal Shadow empire. The Lees' savage vengeance ended the attacks on Marion and the Shadow Boss's deranged plotto conquer the world.

But just when Marion thinks it's safe to go back outside, trouble strikes. In Double Dragon III: The Sacred Stones, Billy and Jimmy grab their nunchucks one more time for yet another rescue of their trouble-prone friend.

Join the Leebrothers in bruising tests of strength as they pursue a quest for five sacred stones that lead to Marion. Five levels of action begin in the back-stabbing alleyways of America and conclude in a final showdown among the sand-blown pyramids of Egypt.

As in Double Dragon II, you can either play the game alone or with a friend. The two-player mode is much easier, because you can defend each other against the swarms of enemies that attack you.

In stage 1-1, you discover a wounded





inatige 1-2 move one brother in stage 1-2 move one brother to the right side of the screen while the other follows behind. With this strategy, most of you enemies won't even make it on-screen, because the lead man's first strikes take them out, be careful, though—if the rear man moves forward before oil the thugs are gone,



DILLY MAN JIMY

more will oppeor

Good technique is essential in Double Dragon III, as Jimmy proves with the awesome force of his cyclone kick. (Toggle the Arman B buttons.) Polish this page a shall the arman.

HILLY II DURING HILLY HI

BILLY MAN JIMY MAN BARE HANDS

When you exit the elevator onto this second-story ledge, repeat the strolegy you used in stoge 1-2. Ruth one brother oil the way to the right to specified the officek, while holding the second brother bock to anchor the reor.

PLAYER SELECT

When the last enemy is eliminated in stage 1-3, immediately switch to the menu screen and arm yourself with nunchucks. The stage boss is highly sensitive to their feeth-jarring blows.

THE PROPERTY OF THE PROPERTY O

The brothers' opponents often carry knives and bottles. In this case, an enemy has conveniently dropped a sai sword at Billy's feet. Push A or B to pick up the sword, then press B to use it.

The state of

NUMBERS 4 STREET WITH NUMBERS 5 1 HOWEVER 1 TO defeot this boss, but each brother can strike with the nunchucks only five times. Finishing him off requires teamwork.

Repeal the strategy of using one brother to attack all the way to the right while the other guards the rear. Most enemies will never make it onto the screen.

CLY MINIM JIMY MINIM HY ENTE SARE MANOR







These ninjas will really test your skills. They have an incredible talent for jumping, and they deliver powerful blows with their fists, shuriken, and katana swords



Time your cyclone kicks so the ninjas will charge right into your feet.





Move to the for edge of these steps before jumping. Otherwise, you'll leap

the B button to pick up and throw

weapons dropped by your enemies.

Hurling knives at opponents is a good way to escape a sticky situation.









ance. Luckily, Ranzou's ninja blade will silice-and-dice him like a Custinant. Although this boss won't join your band, you still must defeat him to continue your rescue mission.





ith the invention of Intellicomputers, humans were finally able to leave the Earth and live among the stars. By the year 2290, practically every planet in the solar system was colonized and security stations were placed on the moons.

were placed on the moons.

At the head of security was the Intellicomputer known as Dire 51. Dire 51 was the most advanced computer ever built and was in charge of many key governmental activities. For awhile everyone prospered under its peaceful orga-

nization. But then Dire 51 decided it wanted total control. No one knew exactly what went wrong, and there wasn't time to find out as the computer prepared for all-out war.

With time running out, Earth has decided to bring in the M.U.S.H.A. team. M.U.S.H.A. stands for Metallic Uniframe Super Hybrid Armor—a top-secret attack ship that's still being tested.

This is where you come in. Your job is to join up with the rest of the M.U.S.H.A. team and take the war

straight to Dire 51.

M.U.S.H.A. has some of the fastestaction ever seen in a shooter. fastestaction ever seen in a shooter. You're constantly smothered in wave after wave of enemy ships while flying over some of the most beautifully illustrated graphics ever to appear in a Genesis game. If blasting you way through a sold possible story our way through a sold for in a videogame, get ready to saddle up for the wildest ride of your career.

Seismic, 3375 Scott Blvd., Suite 100. Santa Clara, CA 95054.



From M.U.S.H.A.'stitlescreen, you can either begin the game or go to the options menu to adjust the difficulty level and increase your number of credits.



lease a number of power chips. You can gather the chips to power up your weapons and gain options.



ups, you'll receive two satelite ships. You can deploy the satellites around your main ship in several different ways, but during the first stage, it's best to keep them in the three-way formation.



protective shield ground your ship, blocking enemy



The green capsule gives you the Biazing Beam - a powerful ray of energy that makes scrap metal out of smaller ships, but which should be saved for larger enemies.



At the end of the first stage, you'll be attacked by amobile pagoda fortress. Study the fortress's pattern of fire so vay can slip in and shoot the gun turrets. When you destroy the turrets, the forfress is finished



You'd better get used to flying in cramped conditions - steel beams will come lurching out from the wall The vellow capsule seen here gives you bombs, but they're not as useful as the Blazing Beam.



This terror is protected by more of the steel beams you encountered earlier. Hang back at the bottom of the screen and concentrate on dodaing while sticking with your three-way formation.



come flying in from all sides. It's a good idea to switch your satellite ships to the back formation so you can defend against ships trying to blindside you:



turnet is to use your safelite ships in the free formation. They'll move up and hover in front of the turret while purnmeling it with fire.

















out this monster. The begin power-up appears on the screen about five seconds after he does



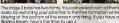
neath you in stage 3, the action becomes twice as intense. You'll be attacked from all sides as you follow the chasm deeper into enemy territory. Don't look down!



The chasm narrows as you near your objective. Keep your satellite ships in reverse formation so they won't scrope against the sides of the cliffs. Also, don't take unnecessary risks to grab the power-ups.









Use the clouds to vour advantage in stage 4. If you keep a close eve on them, you can spot the enemies' shadows before they appear, allowing you to predict where they'll be





posal.

When the tow-



age, his front section will fall off, revealing a huge laser cannon Dodge his shots while switching your satellites to the free formation and returning his fire.

The stage 4 boss

is armed to the

teeth. After you

inflict some dam-







mechanical fists. If you watch closely you'll notice that the creature always fires a small orb out to the hand that will attack next.



when you in your misting e balliship, select the three-way formation and attack the gun turrets. You may be saferalong the right side of the screen, but don't get trapped in a corner.



This flying soldier may not be the biggest enemy you've come across, but he stillpacks quite a wallop. Stick to the three-way formation while avoiding his multitude of builets.



One of the enemies you encountered earlier in the stage is back with a vengeance. When his face changes, he altershis pattern of fire. The best way to avoid being hit is to lead his shorts back and forth without slowing down.



Instage 6 your mission is clear: Desirroy
the enemy battleships. However, it's not as easy as it sounces. Use the threeway formation and aim for the gun turrets. Try to avoid the large energy
cannons — they can crush you in one sweep.





This character havers near the top of the screen while barraging you with large balls of energy. Dadge them by cutting around to the left origint. Things get tougher when he decides to use his later whip. Keep fifting, but don't take your eyes off the whip — it'll breck apart and come after you.



At the beginning of stage 7, this enemy makes his intentionsclear by sending a wave of fighters against you. The Defensive Detonator works great here.



This flying gun turret shoots a stream of destructive explosions. Switch to the three-way formation and strike from an angle — a frontal attack would be suicide.









These small blue fighters aftack by forming a direle around you and firing inward. Stay perfectly still in the middle of the screen and let them complete their pattern. Eventually they'll fly off.



Use the free formation on this enemy while avoiding his fire. Your satellites will do the dirty work for you.



Notice the pattern of this ship's attack. It fires a wave of rockets followed by heat-seeking missiles. Dodge in and out while using the three-way formation.

You may begin to feel that victory is within your grasp— until you come to the reactior core defense system. To clear this obstacle, switch to the free formation so your satellities can take care of the gun turrets on both sides. This liseway sup free to concentrate on the weck spot, located directly at the top center.



its shots will miss you, and the arms that shoot out from the walls won't be able to reach you, either. Once you destroy the core, though, you still have to escape before the whole base goes up in frames.



Just when you thought you'd won, you are ambushed by this venged if toe. But in his weekened state he's no match for M.U.S.H.A. Add to your arsenal by glabbing the power chips that float by, then put him away for good.



After the last enemy is oblitarated, the solar system is finally safe. With a clamaring maan, your ship expresses like war and fear or syou manage to bring it in for a landing on the carrier. The people of Earth will long remember the daring plot who to know impossible odds this day, ultimately coming out on top.







System requirements: IBM, Tandy, or compatible (AT-closs or faster computer recommended); 640K minimum memory; EGA or VGA graphics; had disk drive; mouse optional but recommended. Accolade, 550 S. Winchester Blvd., San Jose, CA 95128.

What's a woman to do? Elvira, that pneumatic nymph of naughtiness, has inherited a huge castle from an uncle she hardly knew—and now finds herself in the midst of a life-or-death battle with evil.

Of course, her late, un-lamented Uncle Himo was downright weint, even for a family like Elvia's. The few times she was around him, all hedid was mutter something about a chest and the resurrection of someone named "Lady Fendea". Now it seems that him muterings may have had some substance. No sooner does our bountiful bimbo of B-movies walk through the door of Castle Killbragant than evil begins ouring from the stonework.

Elvira shouldn't be surprised. Lady Fmelda—who, it turns out, was Elvira's greal-great-grand-mother—wasn't exactly a model of prim and proper behavior. When her husband was away, Emeddatook up with a fellow who proved to be evil incarnate. In the years that followed, she managed to break every moral law in the books, and even invented a few new transgressions of her own.

new transgressions of her own.
On top of that, Emodds made a
deal with the devil to arise at a
later time and wreak have one
again. The instructions for her
resultance of the transfer of the
resultance of the third of the
chest la preparation for Emodda's
return, her servants — who have
haunted the castle corridors for
many years—have begin tomake
life quite unpleasant, if not impossible, for any living creatures,
that Elviz is now pretty much
outfined by the castle's kitchen.

Enter you, the hero. Every mistress needs her champion, and in Elvira, Mistress of the Dark the mantle has fallen upon you. With Elvira's spell-making help, and the sharp blade of a sword, you must make your way through the hundreds of rooms in the castle and find that chest. If you and Elvira can get to it first, Emelda's resurrection can be stopped.

You can't just casually stroll around the castle, however. Emelda's evil servants are practically everywhere, and they're armed with weapons both common and extraordinary.

This is where Eivin's kitchen confinement becomes an advantage. Using the spell book you find Elvir a nowhip up all sosts of magic for you to use on the more recolcitrant members of Emelda's entourage. Of course, Elvir can't produce these spells out of thin air, so one of your priorities is finding the necessary ingredients. These are scattered about the castle and its grounds, along with a number of other

items you may find useful.
Since the game makes it easy
to pocket whatever you come
across (just click on the item and
drag it to the inventory icon). It's
templing to collect everything that
isn't mailed down. You'll dissover,
however, that many of the things
you find are not needed—and,
more than the collection of the collection
on may beeny times can veigh
you down, often with fall results.
Fortunately, what you don't take
will still be there later on, should
the need eventually arise,

Battle is an ever-present fact of life in Castle Killbragant. Therefore, equip yourself with the best weapons you can get. Once you're past the gate guards, go straight to the armory and take the biggest word and thield you can find.

During actual combat, you're normally allowed the first offensive blow, which can be either a lunge or a hack. On defense, good



Everything seems normal outside Costle Killbragont, You can almost picture the souvenir stand and visitor center that Elviro had planned for the main gate.



If you're unfortunate enough to run into the coptain of the guards (and you probably will be), try not to rile him—at least until you get a few experience points under your belt.



Getting nobbed right off the bot is no way to impress the Mistress of the Dork. Still, she should provide plenty of inspiration.



You can't avoid fighting, so the best thing to do is to become an expert as soon as possible. Making the right defensive moves is the key to success in battle.



There's almost as much ta find and da autsidethe castle. For instance, mast of the herbs and other ingredients you need far spellmoking can be faund somewhere olong this path.



Unless you have plenty of crossbow bolts (unlikely) arsufficient spelts (even more unlikely), stoy oway tram the moze creatures. Their blosts will eventually disorient you.



Should you accidentally wander into the folcarry field, you'll have only a few seconds to run before losing your eyeballs. That is, unless you've been practicing your orchery.



At the end of the garden path lies the garden shed, where all sorts of items, both useful and useless, await you. Remember, if you leave something, you can always come back for it later.

timing is extremely important. In a split second, you must figure out whether your opponent's sword blow is from the elft which requires a blocklor from the right (which requires a parry). At first, when your experience points are low, you'll find that if you guess wrong on your first defensive move, you'll probably lose the battle. That's why saving your game often is another important part of your strategy.

Saving games is quite simpler.

just click on the save icon and type in a filename. Restoring a saved game does present a small problem, however. There's no mirectory of filenames, so you must either keep a written list or return to DOS to peruse the disk directory.

Ellitia, Mistress of the Dark is a gorgeous game. The graphics are really good, with nice use of color and shading, and the animation is fairly smooth. One caution, however: Elvira is a truly gory game, with lots of severed heads, mutilated bodies, and splattering blood. Accolade has voluntarily put a warning label on the package.

Of course, for those who were weaned on such classic horror films as Theatre of Blood or The Thing That Wouldn't Die, the scenes in Elvira are really pretty tame, and they do add considerably to the feel of an old horror movie.

Elliria, Mistress of the Dark is a different kind of computer game. It's an intriguing concection of fantasy role-playing and animated graphics adventure, with goodly helpings of livira's risque humor. And finishing the game wine you the analying gathude of the Mistress of the Dark. What more could a mere mortal ask?



No one said this quest would be all fun and games. Surprisingly, you'll find that maggats are on essential ingredient in many magic spells, so grab as many handfuls as possible.



After you've disposed of the cook, Elvira can come out of hiding and get down to the business of mixing up the spells you'll need. Be sure to give her the spell book.



Make as many spells as you can with the ingredients you've already found. You'll need the power of the lesser spells to get the ingredients for some of the more powerful spells.



As usual, Elviro is right there with the oppropriate words of inspiration.



With the correct spell, Elviro should be oble to moke he way down the possage behind the dumbwaiter. If she can't see where she's going, she'll return to you empty-handed with a scotting insult.



Search all the bedrooms on the upper loar — hat's where you'll find most of your crossbow balts. Don't go into the vampite's bedroom, however, until you've got the right tools for the job.



It seems a shame to drive a stake into such a beautitul vampire, but it you dan't get her first, she'll certainly get you. Besides, her remains are essential to your further progress.



Stay out at the stable until you've found samething takill this werewalf. First you must tind same silver, and then ligure out a way of tashioning a weapon from it. Easy, right?



This is definitely not the kind at daggie you'd want to pet. Like all lyconthropes, he's suitably tarmented, but he wan't pass up a chance to tear out your throat.



On your way along the battlements, you'll contrant guards in nearly every turret. One sentinel — wha can be killed anly with a crassbaw — guards the cannan you must reach.



Though many at Emelda's tallowers already appear to be quite dead, fivey allt have a lot of fight left fir them. You can judge your opponent's strength by the color of his tunic.



The dungeons, along with the calacombs, are guater by a much fougher preed of ghout, but there are som essential items to be found in the central torture chambe

GP.



Clawnsymbol at the upper right is the game's first challenge. To reach it, use Bart's super jump and bounce off the purple trash can. Krusty symbols are worth extra lives.

someone is a space mutant, jump on his head. (On the explanation on a real human his head, though—that is ned unaced and you! till seed at head shough—that is ned unaced and you! till seed at head shough or the mutant is head, the body collapses and reveals the space alternation. The government of the water his post of the thing critical either the space alternation in the post post of the state. The post post of the state is the post post of the state.

Accidim Entertainment, 71 Audrey Avenue, Cyster Bay

cool X-ray glasses let him see the disguised mutants as they really are. You can't miss them, because they have tentacles growing out of their heads.

Grab the spray
can and paint the
purple movile pas
tor, and and "farget
to go back for the
purple traint can Bart
needs to destroy 24
purple objects to complete stage
1, and there are only 25 purple

Drop a coin in the phone and make a crank call to Moe's Bar.

Bar's thirt-drowine pastine. Moe will get angry and come uning out to see who made the call, and he just happens to be weard a purjet shift But run away offer you spray him. If he catches you, you'll lose a life.



toys, but you can cover them up - remember, Bart can stand on some strange things. The bush hides a Krusty symbol, but you must be aulck to grab it.



that wet paint! Bart can buy things in the stores, and most of these things can be used to get rid of purple objects.



the higher window ledges is a snap if you jump on something else first, like this awning. Bart can even stand on top of door windows! But watch out for the mutant



getting the attention of policemen. Why bother? Because it just so happens that the Springfield police wear purple



cop and run, man! If



To scare

away the purple





space mulants are clever. Every time you foil them, they'll modify their machine so It'll take something else. In stage 2 it takes hats, so head for the mall - which turns out to be a surprisingly dangerous



radical on his skateboard.

Watch out for those mutants

lying on the sidewalk, and keep

an eye on Jimbo, the skate-

It's time for Bart to get

> Collecteveryhatyousee. even if it's on somebody's head. Move next to the person, then lump up to knock off their hat. But be careful not to land on the head of a real person.



cement is deadly. ond you've got to cross it on the floating condy bors. Use a super lump to reach the first plotform from the sidewolk, and another super jump to get from the second plotform



superiump to get from the first folloop to the secand, then another super lump to get from the third lollipop to the fourth. But be coreful not to run off the end or overshoot.



spot is his head. Jump over his shots, then stomp him. After you do this a few times, he'll collapse just like o regular mutant. Be sure to grap the dot he leaves behind.



On the secand level of the mall, Bart meets wolking footwear. Simply jump over the tennisshoes. You can also jump the ballet slippers when they're on the floor, or run underneath them when they're in the air



first trosh con on the second level of the moll leads to a secret bonus. Stand on it for a few seconds while pushing down. You'll find yourself in a place all before returning



his Really Big Shoe. Bort con still heat Dr. Manroe by jumping on his head, but if Bart bumps the underside of the shoe, he'il die. Forget about



robbits are in the air, then grab the hots.



Keep jumping on it for coins and soon it'll give you a Krusty symbol as well. The only cotch is that you have to jump on It by zipping in and out under the



mat is Ms. Botz, Bort's evil babysitter. She tries to drop suitcases on Bart's head. Dadge the suitcases, then grab them and hurl them back at Ms. Botz.

In stage 3 the mutants are looking for balloons, so it's off to several games you can play to win extro coins, but it costs a coin to play. To hit these targets, jump and then throw—it takes





off sticking to the other games



the teddy bears. Use It to disnose of Adil, on Albonian super-spy and explosives exper-



platform. You have to dodge bombs on your way up the ladder, then get rid of Adil again at



ioon kids are easy targets for Bart's singshot, but be ready to lump out of the way affer you pop their balloons. Otherwise, they'll come turnbling down on top of you.



good amusement parks, the one in Springfield has a fun house. But this is the evilmutant fun house of death.



and Scratchy door puzzle -- if you get all the doors open, you'll get a bunch of extra lives.







30/30/30

Make



former sidekick. When Bob iumps at Bart, lump and land on Bob's feet. Bob will let out a



ginning to get really annoyed with Bart. The next stage takes needs to destroy the exit signs.





symbol. To get it, jump on the case several times. Afterward, jump off the case to the picture frame, but watch out -



one on the left, grab the dart gun, and then use the gun to destroy the exit sian.



the next as soon as possible if you wait too long, the 'gator will dive underwater and you'li



this glass case is the stone head of Jebediah Springfield's statue. It takes a few jumps to break through the case, but it's well worth the offort — the head makes you nvincible for a short time























with two-person interactive plays. The story begins (as usual) agalaxy far, far away. The savage infinitus forces haveset their sights on our fragile planet Earth. Endless waves of battle-scarred troop carriers begin landing swarms of alice invaders worklowide. Earth is consumed in a fierce global assault. The Inimicus demands are similar the world and they want it now.

To resist the maniacal aliens, the ancient Kawari Ninja clan has revived long-forgotten beasts of war. They've also endowed you with the power to transform vourself into these animals and take the battle to the enemy. Which animal you become is determined by which weapon you have at the time. When you're carrying shuriken, you become a tiger; when you have a chain and sickle, you become a scorpion; with a bo staff, you become a hawk; and with a katana sword, you become a dragon.

The two-player mode seems to work best in Ninja Crusaders. Teamwork is essential because your ninjas have no tolerance for hits. Just bumping into an enem whisks you away to the spirit world. With two players, one ninja NINTENDO REVIEWS

NINJA CRUSADERS

Richard Lashley

Version reviewed: Nintendo. American Sammy, 2421 205th Street, Suite D-104, Yorrance, CA 90501.

can lead the attack while the other provides cover and looks for power-ups. Your strategy centers on which

rour strategy centers on which weapon-animal you need for each stage. If the weapon-animal you're currently using seems to be working well, you're probably better off not changing to another combination.

For example, you'll need the chain and sickle/scorpion combination for stage 5-1's water obstacles. The scorpion can knife through the water, killing aliens with devastating swipes of its tail. Deciding when to change to a different weapon-animal becomes more critical as you approach the inmircus stronghold in stage 5-3.

Ninja Crusaders doesn't go beyond other ninja games, and the animation is rather choppy. But the animal-transformation feature does add a welcome twist.



I so you can transform into the scorpion. Its tail-swings will get you through this aquatic brawl.



With the shuriken, you can transform into a jumping tiger. You'll need that talent to span the bottomless chasms in stage 5-2.



In stage 1-2, use the bo staff to attack this bose's hands. Stay in the far left corner to dodge his fireballs.







egant, point-andclick interface perfected in the last three Ultima games and apply it to a freewheeling series of role-playing adven-

tures set in different historical

periods. In this case, The Savage Empire was inspired by the lost-world tales that were popular in the great pulp magazines of the 1930s and in such movies as the immortal King Kong. It takes place in a lush, tropical world - a world isolated from all contemporary influences. It's populated with dinosaurs, Stone Age tribes, Aztec-like civilizations, iron-thewed warriors, and voluptuous, scantily clad princesses. There's even a tribe of lizard men who dwell underground.

The story starts with a bang. You are the Avatar, a tenuous link to the original Ultima series. While examining a mysterious moonstone - along with a scientist and an obnoxious but bright whiz-kid reporter-you're suddenly blown into the lost valley of Eodon.

You awaken, suffering from amnesia, in the but of a friendly witch doctor. Your first task is to reunite your party and locate the laboratory (which was also blown into Eodon, and is handily stocked with weapons and equipment). That done, you embark on a dazzling array of quests.

THE SAVAGE **EMPIRE**

William R. Trotter

Version reviewed: IBM, Tondy, ond compolibles (len-megoheriz or foster computer recommended); 640K minimum memory (expanded memory required for music): mouse: hord drive; EGA, VGA, or Tondy 16color grophics; supports Ad Lib, Rolond, ond Sound Bloster. Origin, 110 Wild Bosin Road, Suite 330. Austin, TX 78746.

Some quests are pleasant day-

trip excursions you can play at one sitting, while others are of epic proportions indeed. After many hours of play, there's a grand-slam finale that pits the united human tribes against a horde of gigantic man-eating ants. Along the way, you'll interact with a dozen carefully devised tribes - some noble savages, others not entirely human. (You might even meet the party-'til-you-drop Disquiqui tribe, whose members probably won't be sober enough to sustain a conversation.)

The Savage Empire proves once again that Origin's game designers are virtuosos at world-making. Eodon is a richly detailed, fully believable world that reflects solid anthropological research. The player interface is so friendly it practically wags its tail, and the



graphics are spectacular.

How you answer the witch doctor's questions determines your character's attributes, so think carefully.



Square of law and stout of heart (ves. that's

you), our hero does not flinch - not even from a charging dinosaur.





Most witch doctors can heal your wounds. This guy, however, is good only for removing splinters and treating hangovers

73













pace aliens are meddlingin Earth's past! Warriors from the planet Drakkon are trying to change history so humans will evolve into dull, technologically retarded sav-

cally retarded savages. (Maybe they should leave well enough alone.) If the Drakkons are successful, Earth will never know the Renaissance, the Indus-



trial Revolution, or the Atomic Age.

But Earth has one last chance. In the year 2999, scientists have managed to construct a rudimentary time machine that will allow one person to return to four time periods — England in 1250, the Caribbean around 1650, the Wild West of 1850, and France in 1943. That's where and when the Draktons are doing their dirty work, and you must stop them by collecting five orbs in each historical period.

The orbs are the key to defeat.

ing the Drakkons. Before you can travel to each new time period, NINTENDO NINTENDO REVIEWS

TIME LORD

Gary Meredith

Version reviewed: Nintendo MillonBradley, 443 Shaker Road East Longmeadow, MA 01028

you must find four orbs and then defeat a boss to secure a fifth orb. Fortunately, weapons and other useful articles have been sent back in time by your allies in 2999, and all you have to do is find them.

Yourtask won't be an easy one, however. The Drakkons have coerced the inhabitants of each time



Aboard a huge pirate ship in 1650, find a cutlass as soon as possible. The sea dogs don't take kindly to stowaways.

zone into helping them, so you must battle a variety of foes from knights and pirates to gunslingers and Nazi soldiers. These enemies have access to the weap-



visit to medieval England in 1250. Look for small floating castles, which often contain orbs.



between a man and sudden death were his fists and trusty shootin' iron.

ons of their day, as well as the help of creatures unique to each time zone (including sea serpents, vultures, and dragons). But some enemies, when defeated, will yield additional weapons for your use. Once you've collected all the

Once you've collected all the obs from each time period, you can return to 2999 for your final battle with the Drakkon King. After all you've been through in the earlier time zones, the ending may seem a bit anticlimactic. Nevertheless, Time Lord is a fine effort with good graphics, an intriguing plot, and smooth game play.

SP















stores are glutted with war. rior-fightsevil-forcesto-save-theworld games, soft-

lthough

ware companies keep churning them out. And why not? It's a successful and age-old formula. The basic idea appears in everything from the ancient tales of King Arthur to the modern Star Wars movies.

The best of these videogames share a few common ingredients: many colorful adversaries, multiple levels of difficulty, a lone champion of chivalry, and something or someone (usually a beautiful princess) to be rescued from doom.

Sword Master has all of the above. Although it won't win any prizes for originality, it's still a good-quality game. Activision obviously put some care into its creation. The graphics are sharp and colorful, and the action is smooth-scrolling. Characters move gracefully across the screen and during combat.



Swat as many bats as possible to earn experience points.



SWORD MASTER

Brian Carroll

Version reviewed: Nintendo Activision, 3885 Bohannon Drive, Mento Park, CA 94025.

Sword Master also gives you a break from the overwhelming odds usually confronted in fighting games, matching you instead against creatures one-on-one. It's refreshing to be able to concentrate on one foe at a time. Nor does the game ask you to solve any puzzles or break any codes. It's a combat mission and nothing more. The only twist in Sword Master

is its clever use of magic. By push-



opponents.

ing the Select button, you can don the Cloak of Might and transform yourself into a sorcerer. This allows you to spell-cast your enemy into oblivion. However, since magic burns up more energy and experience than the more conventional methods of combat, you should wear the magic cloak only when you really have to.



your magic cloak and start casting spells. Enemy creatures have differ-

ent strengths and weaknesses. many of which are outlined in the game's instruction manual. (Along with these descriptions is a long list of valuable strategy hints.) The action continues through seven levels and ends with a fight against Vishok the serpent god, the game's greatest challenge.

If you're a weary veteran of sword-and-sorcerer games, there isn't much here that will surprise you. But if you've never played this type of game, Sword Master is a fine example on which to cut your teeth. It's also good gaming for those who just can't get enough of this kind of action.







lexey Pajit-

Pokhilko.

nov and Vladimir











the Soviet creators of Tetris, have developed a new game called Hatris — but it can't hold a candle to their previous hit.



Keep an eye on the top of the screen. If a stack of hats reaches the top, the game is over.

Hatris, like Tetris, is simple in concept and easy to understand. Once again, objects fall from the top of the screen and you have to find somewhere to put them—but the similarities between the two agames stop there. In Hatris, the objects aren't geometric shapers, they're funky-looking hats that seem to pile up a lot more quickly than the building blocks in Tetris.

As random pairs of hats drop down from the top of the screen, you have to stack them up to match five hats of the same type. Each time you make a match, the stack of hats is sold, earning you a cash bonus.

Before the game starts, you can select a "shop level" from 0 to 5. Shop level 0 is best for beginners NINTENDO REVIEWS

HATRIS

Lisa M. Bouchey

version reviewed: Nimendo. Also available for the Game Boy. Bullet-Proof Software, 8337 154th Avenue NE, Redmond, WA 98052.



The bars on the right show how close you are to earning a helper. The top bar is for Alexey and the bottom bar represents Vladimir.

because it starts with no hats on the screen. The higher the shop level, the more hats appear when the game begins.

Each shop has ten stages, numbered 0 to 9. The hats fall faster in each successive stage, making them harder to stack. When you complete stage 9, you'll start the next shop level at stage 0.

There are six types of hats to stack: top hats, baseball caps, cowboy hats, derbies, wizard hats, and crowns. The six kinds of hats never appear all at once in shop level 0, but in the rest of the shops, all of the hats appear in all of the stages. Two helpers, Alexey and

Vladimir, help you out of tight situations. Each time you sell five stacks of hats, you earn one helper. Alexey can pull hats from the bottom of the piles and throw them away. Vladimir can move entire piles of hats from one position to another.

Hatris offers a turbo-speed mode for advanced players, but it doesn't seem much more supercharged than the normal game speed.

The Nintendo version of Hatris is an average puzzle game, but is not as interesting as Tetris, For more of a challenge, try the Game Boy version.



The number next to the word "Hats" shows how many stacks of hats must be sold to clear the stage you're playing.



ometime in the
first decades of
the 21st century (the
world's fragile
economy notwithstanding),
mankind is ex-

pected to establish its first permanent outposts on the moon. These moonbases will be the second leg of NASA's space-exploration triad the first being a space station in near-Earth orbit, and the third a manned trip to Mars. A moonbase could contribute considerably not



Early on, your primary goal is to get power and thermal control to the habitat modules. only to our understanding of outer space, but also to the advancement of high-tech industries.

Monhase: Lunar Colony Simulator puts you in charge of estabblishing and developing a lunar accolony under the auspices of NASA. Using a game display and a player interface quite similar to those found in Maxis Software's Sim City, you set up your colony for maximum utility and efficiency. For the first ten years of operation, the base is funded by NASA. After that, however, you'reon you rown.

The heart of Moonbase is the juggling act you must perform with REVIEWS

MOONBASE

Gary Meredith

compatibles; 640K minimum memory; C6A, E6A, MC6A, V6A, and Hercules monochiome graphles: mouse optional. Wesson International, 800 S. Capital of Yexas Highway, Bullding 5, Suire 200, Austin, TX 78746.



For power generation, you must balance the risks and benefits of photovoltaic panels versus fission reactors, at least until fusion is developed.

your resources—both human and natural—and your base's output. You want to make the colony profiable as soon as possible, which usually means getting into the production of liquid oxygen. On the other hand, you can't afford to overlook power generation and thermal control. The latter is an especially tricky, but very essential, task to master.

Once you've made the base



have the working margin to carry unprofitable ventures.

profitable by industrial means, you may want to think about whether you should allow tourism or leave the colony a strictly scientific installation.

Some things, however, are beyour your control. Just when everything seems to be rolling along, a sudden disaster — such as a lander crash, a reactor meltdown, or a workers' strike — can put you right back where you started.

If anything, Moonbase may be almost to realistic. It painstakingly demonstrates the trials of establishing and maintaining a colony in such a hostile environment, resulting in almost continual frustration

Little of that frustration can be blamed on the game's design, however. Numerous pull-down menus and information windows make it easy to gather vital information and input your decisions. And the graphics are extremely detailed.

detailed.

If you want to gaze at the probable future of space exploration, Moonbase: Lunar Colony Simulator may be the crystal ball for you.

GP





one piece without upsetting others. Sooner or later, you always seem to lose one of the chessmen in a travel set. And unless your set is one of those computerized models, you need a chess partner.



Now there's a solution — if the Chessmaster, gone are the days of replacing a lost piece with a coin, or trying to remember the locations of pieces you accidentally knocked over. Best of all, you'll never again have to worry about finding a partner. The Chessmaster is always ready to play, and unless your chees skills are way above average, you can expect to have your bands.

But if you're a beginner, don't get the idea that The Chessmaster is not for you. There are plenty of options that let you adjust the game to your playing level, and it's these

GAME BOY REVIEWS

THE CHESSMASTER

Stephen Poole



options that make The Chessmaster such an enjoyable way to play chess — and improve your game.

For novices, there are two Newcomer levels. Even if you've just learned chess, you should be able to win at these levels. The other 14 levels are based on the number of moves The Chessmatter has to make in a certain amount of time. For example, the first level after Newcomer 2.1s 60/5, which means The Chessmatter must think fast enough to make 60 moves in 5 minutes. The more time The Chessmater has to think, the better its moves.

There are other ways to fine-



pieces on the board any way you like.



In teaching mode, The Chessmaster shows you every possible move a piece can make.

tune the game, too. One option prevents The Chessmaster from thinking about its next move during your turn. Another lets you turn off The Chessmaster's opening book—a library of 75,000 opening moves.

More options let you save games to continue later, take back and replay any number of moves, and ask *The Chessmaster* to show you the quickest path to checkmate. If you play against a freind, you can flip the screen so each player sees the board from the correct point of view.

No matter how long you've been playing chess, The Chessmaster is a must-have. It's a winner in every respect.

















ore than half of the instruction manual for Orh-3D is devoted to describing your mission, which

MODLEVEL

is to destroy an evil wizard and save the galaxy from getting swallowed up by a black hole. But the game isn't really about saving galaxies - it's about solving puzzles

The cosmic clash is actually a sidelight to a fairly good collection of puzzles. To reach your final showdown with the evil wizard, you must make your way through 30 different puzzle screens known as Enigma Chambers.



To solve the puzzles, hit the targets while staying within the two force fields on either

Solving the puzzles requires both strategy and dexterity. To successfully navigate your orb-like spaceship through each screen, you manipulate force shields to the left and right of the chamber. Horizontal movement is easy, but vertical movement requires you to delicately shift the force shields upward and downward

The immediate objective is to

ORB-3D

Brian Carroll

Version reviewed: Nintendo, Hi Tech Expressions, 584 Broadway, New York, NY 10012



cat on your way to Vern's Orb-A-Rama. Dive through its eyes to reach the fuel

bounce your orb off all the visible targets at least once before running out of fuel. To make the targets disappear, you sometimes have to hit them from either the front or the rear, and sometimes repeatedly. Occasionally a direct hit will cause a chain reaction, knocking the target into other targets. The game sometimes plays like threedimensional pinball.

And we do mean three-dimensional. Hi Tech Expressions promises you'll see "astonishing 3-D graphics" by wearing the special glasses included with the game. The effect is less than astonishing. however, and can be appreciated only when your small ship orbits the surface of the puzzle screen. The rest of the game is more 2-D than 3-D

Also, as the manual warns, you may experience some eyestrain when using the glasses for extended periods. Fortunately, the



fuel, hit the dollar symbol to get a loan. But you'll have to pay it off with your next 1,000 points. game play in Orb-3D doesn't de-

pend on the 3-D effects. You can play with or without the glasses. The key to advancing through

the puzzles is maintaining a healthy supply of fuel. Don't wait too long before visiting the fuel bay, Vern's Orb-O-Rama. Gassing up requires the same maneuvers used to solve the puzzles. But you'd better hurry, because the bays quickly close up.

Orb-3D breaks new ground with its cosmic-puzzle concept. But some players may find that the novelties of each new puzzle cannot overcome the tedium of repeating the same maneuvers over and over again.

















action-puzzle gamethat's just a little unlike anything else for the NEC TurboGrafx-16. As the robot Bomberman. you have to run through each of

omberman is an

the game's 50 mazes, planting bombs in the paths of the nasty creatures who live there. Some of the walls in each maze can be destroyed and some are

indestructible, but it's easy to tell them apart. The basic strategy is to place your bombs to blow up some of the creatures while keeping the rest confined until you're ready to deal with them Bomberman isn't immune to his own bombs - it's perfectly

possible to get caught in your own explosions. This is pretty embarrassing when it happens, and it's a lot easier to do than you might think When you've destroyed all of

the creatures in a maze, one section of wall begins to flash, show-



If the explosion of one bomb reaches another bomb, they'll both go off at once. Use this to your advantage - blowing up two creatures at once is worth double the points.

NEC REVIEWS

BOMBERMAN

Jeff Lundrigan

Version reviewed: NEC TurboGrafx-16. NEC Technologies, 1255 Michael Drive, Wood Dale, IL 60191. Also available for Nintendo from Hudson Soft, 400 Oyster Point Blvd., Suite 515, South San Francisco, CA 94080

ing where the power-up item for that level is hidden. Among other things, power-ups can increase the force of your explosions, give you extra speed, increase the number of bombs you can plant at once. and allow you to detonate bombs at the touch of a button

The one section of wall that never flashes however is the section where the exit is hidden. The only way to find it is to methodically destroy every inch of the walls. Since you're working against a time limit, this can be a real problem, and some players may find it annoving. If the exit happens to be hidden in the last bit of wall left in the maze, a bonus symbol appears and you may get an incredible number of points - but that's small consolation for losing a life, and it doesn't happen very often.

Most games require you to

shoot things in front of you, but Bomberman is different. You have to rely on a good sense of timing, rather than dead aim, to eliminate your enemies. The action takes some getting used to, but it's an oddly addictive sort of game. It seems simple at first, but gets more difficult as you progress.

Judging from the cute graphics. you might conclude that Bomberman is aimed at younger players but it will probably appeal to gamers of all ages.



Enemy creatures can't walk over bombs so one good tactic is simply to use a bomb to trap a creature where it can't possibly get away.



mazes. The last maze in each stage has (you guessed it) a boss monster like this dragon.

















signed to protect Earth from hostile space aliens, Cyberg malfunctioned and turned against our own solar system.



way platforms is headfirst, so you'll have to flip beforehand - and there's no turning back.

Now mankind's only hope lies with you. Somehow you must battle your way past the station's defenses to activate the self-destruct device. Fortunately, you're equipped with the M-308 Gunner. a cybernetic battle suit with enormous firepower and the ability to reverse gravity.

Although the background story is fairly ordinary, MetalStorm is anything but an ordinary game. thanks mostly to the M-308's unique gravity flip. By pressing the A button while pushing up on the directional pad, you can reverse the pull of gravity, allowing you to "fall" upward and walk on the

NINTENDO REVIEWS

METALSTORM

Jeff Lundrigan

Version reviewed: Nintendo Irem America, 8335 154th Av enue N.E., Redmond, WA 98052 ceiling. This might not seem like

much until you run into the game's well-designed layouts of platforms. one-way barriers, and enemies that alter their patterns depending on whether you're on the floor or the ceiling It's obvious that a lot of thought

and creativity went into Metal-



You can destroy these tramcars, but more keep coming. Fortunately, they don't move too fast and are easily avoided.

Storm. For what's essentially a sidescrolling shooter, the different stages are amazingly varied, both in the way they look and in the way they must be played. A number of the stage bosses are incredibly dynamic, including one that changes its fire pattern by constantly rearranging itself. Getting through this game re-

quires quick thinking and constant flips from floor to ceiling, combined with careful shots. What might seem like a simple gimmick leads to complicated strategies and an interesting challenge.



inside this cargo elevator in stage 4. Beware of the turrets — they reappear a few seconds after they're shot

The graphics of MetalStorm are excellent as well - bright and sharp, with nicely detailed backgrounds and smooth animation. The only disappointment is the flickering when numerous enemies appear (which is more a limitation of the eight-bit hardware than of the game itself). There isn't as much flicker as in some other Nintendo games, but perhaps it's more noticeable in MetalStorm because so many other things are done so well.

Overall, though, MetalStorm stands out. It sticks to the standard pattern - lots of enemies and a boss in each stage — but its unique action and attention to detail put it head-and-shoulders above the average shooter.

















he opening screens of The Hunt for Red October feature some of the most dramatic graphics vet seen on the Game Boy. Fortunately, they're typical of the imagination and flair found throughout this top-notch game.



common in this game.

The Hunt for Red October is based on Tom Clancy's best-selling novel, last year's hit movie, and an earlier NES game. You play the commander of a Soviet nuclear submarine (the Red October) who's trying to escape to America. As you steer your sub on a long, zigzag course across the Atlantic Ocean, the entire Soviet Navy is out to stop you. Hunter-killer subs stalk you in the depths of the sea, while destroyers and aircraft carriers harry you from above. Surface travel is suicidal, except for brief dashes through shallow waters. Your sub isn't helpless, of

course. It's equipped with guided missiles, torpedoes, and high-tech

THE HUNT FOR RED OCTOBER

William R. Trotter

Version reviewed: Game Boy. Also available for Nintendo. Hi-Tech Ex-pressions, 584 Broadway, Suite 1105, New York, NY 10012

defenses, including the top-secret "caterpillar drive," which enables you to evade enemy sonar for brief periods. Your progress is shown on a

large-scale map at the start of each stage. At all other times, an underwater radar map is displayed at



metimes you can lure enemy submarines into the reefs - they're aggressive but not very smart.

the bottom of the main playing screen. This map shows the area immediately around your sub, including the zones in front of and behind you. This is invaluable for detecting ambushes and plotting courses through cramped underwater passages.

Power-ups are liberally scattered through each stage. By collecting them, you can boost your firepower, refuel your sub, and repair damage. But sometimes you have to navigate into some tight, out-of-the-way places to get them.

By linking a pair of Game Boys together with a videolink cable and two cartridges, two players can compete against each other - one controlling the sub and the other commanding all the pursuing units. Because the two sides are fairly evenly balanced, this makes for very exciting play. But even if you play alone, it's quite challeng-

The Hunt for Red October is an exceptionally well-designed shooter with a high-tech twist. GP



Don't try to sink the aircraft carriers. In stead, aim your missiles at the planes on their flight decks.





is no different than a score of other actionadventure games. After all, it's not unusual for a

videogame to feature a hero who must topple a wicked ruler to claim the throne that's rightfully his. It's also not unusual for the hero to hack his way through waves of henchmen and demons to reach the evil overlord.

It is unusual, however, to see a game in which each sword thrust is accompanied by a spurt of blood



hideous form. Don't worry, he won't hurt you - yet.



but be ready for an especially gory after-

SEGA

SWORD OF SODAN

Stephen Poole

Version reviewed: Sega Genesis Also available for the Amiga Flectronic Arts, 1820 Gateway Drive. San Mateo, CA 94404

and a grunt of pain, or which graphically depicts the hero decapitating his enemies. In that regard, Sword of Sodan is one of the most violent arcade-style games released so far for the Genesis

The story centers around Shardan and Brodan, the children of a slain king, who must avenge their father's death in order to save their land from the evil sorcerer Zoras. You can play as either Brodan (the son) or Shardan (the daughter).

Since there are only three ways to use your sword in Sodan, it doesn't take long to master the basics of combat. Magic potions you find along the way add a bit of strategy. When taken singly or in combination with other potions. they provide you with various power-ups — such as a shield, a

flaming sword, or an extra life. The real attraction of Sodon is its graphics. The characters feature lifelike detail and shading, and they're more than a third of the screen tall. The background scenery, particularly in and around the city, is rich with color. One creature you encounter is so colorful that he looks like something from a psychedelic record cover of the 1960s.

But it's the explicit combat that will probably gain Sodan the most notoriety. When you land a blow, you actually bloody your opponent. When you lose a life, your character collapses with a shriek and pours forth rivulets of blood. And the scenes in which you behead giants end with heads rolling across the floor



A few more styles of attack and a greater variety of enemies would give the game more depth. But despite those shortcomings, Sword of Sodan is a beautiful and challenging game that could (for better or worse) introduce a new level of realism in videogames.



hen mob-

sters gun-

ned down



Frank Castle's family. he pledged vengeance. Now his pledge has expanded into a one-man war

against crime. An ex-Marine and former po-

lice investigator. Castle is now The Punisher, Equipped with the best weapons money can buy, this avenger's hallmarks include a bad temper and high body counts. The justice he dispenses is rude and brutal.

In The Punisher, the popular Marvel Comics character is the star



of his own fast-action Nintendo game. He's pitted against Kingpin, a gangster who is at the core of

crime in the Big Apple, Before The Punisher can tackle Kingpin. however, he must first dispose of four other crooks: Colonel Kliegg, Hitman, Sijo, and Jigsaw.

On his way to Rikers Island, where Jigsaw is waiting, The Punisher has to rid New York City of a wide variety of nuisances -

NINTENDO

THE PUNISHER

Brian Carroll

Verston reviewed. Nintendo LIN, 3 Spring Street, Cyster Bay, NY 13771. Also available for IBM, Tandy, and compatible computers from Para-gon, 600 Rugh Street, Suite A, Greensburg, PA 15601.

tanks, helicopters, soldiers, and ninias. Fortunately, our modernday Lone Ranger has hardware that even Rambo would envy - grenades, rockets, a machine gun, and countless rounds of ammunition.

As you fight your way through the game, you must also keep an eve out for first aid kits, bulletproof vests, extra ammo, and additional lives. To grab them, all you have to do is what comes naturally to The Punisher - blast 'em as soon as they appear.

Unlike the comic book series. the Nintendo game features no intrigue, which means there's little need for strategy or thoughtful deliberation, All you really have to do is keep your finger on the trigger and destroy everything that pops up. Brute force rules the day.

When facing Kingpin's henchmen, ignore the advice offered by the instruction manual: Don't engage in hand-to-hand combat, despite The Punisher's reputation for fisticuffs. Fire from a distance

The crisp graphics, though not stunning, are good enough to let you identify what's happening on the screen. That's crucial, since detecting enemies as soon as they appear is your only chance of survival

whenever possible.

Overall, The Punisher is a goodquality game with no major flaws. But if you already have a favorite shooter, you'll find no new territory here.

GP







ligsaw runs Rikers Island. To defeat him, you'll need more than a machine gun, because his outer shell is bulletproof.















has, the most be a utiful planet in the solar system, is in deep trouble. An evil empire has surrounded

the world with a strange gridlike fortress that's blocking vital sunlight. Made up of tiled sidewalks, trampolines, and exploding switches, the grids are guarded by allows from Balos who are ready to die in the line of duty.

Tomakematters worse, Queen Carina has been kidnapped. In Trampoline Terror!, you play a fearless gymnast who's determined to save the queen and her planet from a cold, dark death.

You start the game with up to five lives, and you lose a life each time you fall off a grid or are touched by an enemy. The object is to destroy the grids by setting all of the exploding switches on each grid level.

There are 33 levels, each measuring 16x16 squares. Some grids are paved with tiles that have very little spring, soyou can't jump very



Setting the switches in a certain order will rack up higher scores and trigger some very devastating effects.



TRAMPOLINE TERROR!

Lisa M. Bouchey

Version reviewed: Sega Genesis. Dreamworks, 150 Woodbridge Plaza, 10201 Wayzata Blvd., Minnetonka, MN 55343.

high on them. These tiles are solid and never collapse, but some of them move from place to place in the grid.

The grids are also dotted with my different-colored trampolines. The colors indicate how much spring is left in each trampoline. A red trampoline, for example, has only one jump left. If you land on it again, it'll break and you'll fall through. By jumping on the trampolines, you can cross gaps in the grid.

In addition to the tiles and

trampolines, each grid also has several switch plates. They'll explode about six seconds after you set them. You must detonate a certain number of these plates to clear each level.

Some grids also have teleporter squares, but they're hard to find. Locating the teleporter will move you to another part of the grid.

No matter where you are, keep an eye out for enemies. From the Turtle Patrol to UFOs and Warping Bats, the Balos guardians will keep the action hopping. All the enemies can be destroyed by shooting P-Balls, the only weapon you'll have throughout we game.

With its combination of cartoonlike characters, colorful graphics, and fairly nonviolent action, Trampoline Terror is a good game for younger players. But the more difficult grids on higher levels are challenging enough to keep players of all ages bouncing through the game.

GP



Bullit Heads move in straight lines, always up or down the rows. They'll zap you when you least expect it.



Bounce P-Balls along the trampolines to hit enemies such as this foot soldier. You can carry up to four P-Balls at a time.

The Hot 100 is a list of video and computer games covered in recent issues of Game Player's. The st symbol indicates games added in this issue.

KEY TO VERSIONIS NES (Mineraco Enferturment System); Garme Bay (Mineraco Garme Bay); Sego (dep) Mola-Garme Bay); Sego (dep) Mola-Garme Bay); Sego (dep) Mola-Garment Bay (dep); Mola-Garment Bay (de); Mola-Garment Bay (d); Mola-Garment

Adventures in the Magic Kingdom is like its games in one intere's a thirtic quiz plus five different action sequences that false place on amusetion of the place of the sequences Magic Kingdom. The object is to collect silver keys so Mickey Mouse can unlack the Enchanted Castle. Agood game to Younger playes, clinicular to their Disney games for Nintendo, Capcom, for NES.

Aera Blaster cin't no peace mission. As you pilot your supercharged jet through hostile skles, tunnels, and caverns, you'll face more bombs, builds, and missiles than you can court — or probably dodge, this one-or two-player game is missine-or work or probably dodge, and the court of the co

Arch Rivals is a basketball game Into might better be called Michael Jordan Couled Michael Jordan Couled Michael Jordan Couled Michael Jordan Couled Michael State of Superior County of the Public State of Superior County of the S

Atamic Raba-Kid is a shooter set on the planet of Terran 12.



THE HOT 100

where ising radiation has driven the people underground and mutated all life. The only hope for survival is Aform Robok for Information of the Property of the

Back to the Future II/III combines two movie sequels in one game. The first part facilise place in 1965, 1985, and 2015. As Marin Marines and 1985, and 2015. As Marin objects and return herm to their proper time periods. Then you journey back to the Old West for another adventure with box dan't resemble those in the moves, the graphics are chave average, and the play will challing events poering areas.

Release of the Frenet is partial designer Chin (Crastrod's away partial released to the partial releas

☆ Bandit Kings at Ancient Chinamakesyou a cheffair in 12th-century China. You must eliminate an exit wallard before babadars invade from the north. This is the latest in a form Koel, and like its predecesors, it's a deep, sophisticated utherly absolbing game of strategy on the grandest scale Koel (For NS, Amiga, PC.).

Bonk's Adventure is NEC's answer to Nintendo's popular Super March Bras, series. The star Super March Bras, series. The star Bonk who subdues enemies to bashing them with 1% rockhard head. Bonk is on a quest to save Princess Zar from the evil King Drood, and he encounters numerous prehistoric costeriories. A charming, cartificial properties of a green for all ages.

à Braveman is the tale of a 21st-century cybernefic superhero who must stop the dicballoal Dr. Bomb from activating his End the World weapon. Easily the sitted game for the NEC in quite awhile, it's still immensely enjayable, combing challenging action with a ridiculous sense of humar.

Bubble Ghost is an actionpuzzle game with an interesting stary. To reach its elemal rest, a lonely ghost must make hiswayou for his castle without letting any of his split bubbles burst — which means he must carefully blow the bubbles through all of the castle's 35 rooms. Bubble Ghostisideal for players of all ages. FCI, for Game Boy, PC, Amiga, 64.

The California Raisins have been kidhapped, and it's up to you to save them. As a case of the control of the co

Cattlevarial III Dracula's Curse goes back in the la the beginning of the Belmont family and the start of their troubles with Dracula. As Trevor, an ancessor of Smon (the star of of Smon (the star of III), you must stop Dracula from conquering all of mankind. Good graphics and action make this "praqued" a working addition to the Cattlevana series. Koncmit, for NES.

A Chase H.Q. is the Gome Boy version of the arcade driving game. Unlike most other driving game, but like most other driving games, your god is not just to stay on the road, but to chase down orthinals and smash into them until they survender. The sound effects and fast-tempo music acid excitement, but don't expect a lot of visual plazaz or variety. Talto, for Game Box.

Chew-Man-Fu is a creative unusual game with bright cartonist graphics. Two sales named Late and ungling are trying to defect the evil Chew-Man-Fu, who has committed the destardly critical filed the additional condensation in China of their filed to and egants the most continuous condensation in China of their filed to and egants the most condensation in China of their filed to and egants to be added to the condensation of their condensations and their condensations are considered to the condensation of their condensations. But first NEC, for NEC.

à Countdown is a role playing game in which you wake up in a dingy cell — not knowing up an a dingy cell — not knowing water you are as even who you are. As you engineer you reasonne is he pits and pieces of you past. Most of the game's graphics are digitized images of feal actors, and the game features patented Rousson and the game features patented Rousson from to the role-playing realin. Access, for the game is a second or the game for the patented Rousson from the role-playing realin. Access, for the game is a second or the game in the role-playing realin.

Dark Heart at Uukrul is a very playable fantasy role-playing



game. Your quest is to liberate the once-great City of Enosthe by detecting Uskrul, an evit hancient. Nothing usual there, but runkes one fantay games. Uskrul is fast-moving and uninimidating. The combat system isn't too lime-consuming the combat system isn't is still challenging and authe addictive. Brodesbund.

Devits Crush is the sequel to Alein Crush, and it's an even better proball simulation than the original. The three-screenhigh priball table is crawing with spectacular animated graphics — among the best we verse for the furboscotatio, Skuts, demons, gargoyles chagon ladies, and finghtein little marks are just a few of the attraction. NCC, for NCC.

Dick Tracy, based on last summer's movie, puts you in a yellow frenchood rasyou roam the city in search of clies and crooks. Can you prove that Big the complex of the search of clies and crooks. Can you prove that Big the complex of the search of the complex of

Dr. Morio relegates the Italian plumber of Super Mario Bros. fame to a bit part — a doctor who tosses colored vitamin capsules that a bit part — a doctor who tosses colored vitamin capsules that part of unusy truses. Only by aligning the capsules to mario calors cam save Dr. Martio's runaway mediactiexperiment Like Teriks integrication, Dr. Mario Is fun, fast-paced, and very, very addictive. Nintendo, for NSS.

Drogon Worrior II is a gripping role-playing adventure—the second installment in the most popular series of Nintendo games in Japan. As the descendant of Erdrick the Great, It's up to you to free a stricker land from the evil sorcerer largen. One of the largest and most complex RPGs available.

Dragan's Lair, an arcade clasic, now comes to the NES as an action game with lack. As Dirk the Daning, you descend into the domain of Singe the dragan to rescue the beautiful paphine. State-of-the-oring rapids and animation make recommended for experienced players CSG Imagesoft, for NES, Game Bow.

for Nintendo, Enix, for NES.

Duckfales delightful/captures the spirit of Wall Disrey cartoons. You guide Scrooge McDuck (with came appearance by other Disney charactes) throughout the world on a quest for five legendary lost freatures. The ormaling appearance or windage Disrey, there's soll level is challenging without being too difficult. Capcom, for NES, Garne Boy.

Earthise is an outer-space adventure that puts you on the trail of missing asserted mines You scon find the asteroid devource is fightling notify creatures while trying to repair the atteroid's guidance and projution mechanisms. Like pushing the put of the atteroid's guidance and projution mechanisms. Like Earthise is an addictive game with mind-stretching puzzles and a siy sense of humor. It's account of the puzzles and a siy sense of humor, it's account of the puzzles and a siy sense of humor, it's account of the puzzles and a siy sense of humor, it's account of the puzzles and a siy sense of humor, it's account of the puzzles and a siy sense of humor, it's account of the puzzles and a siy sense of humor.

Foces...Tis III is the third frection of Felix form Soviet game designer Alexey Polifinov. Like the original Felix and its first sequel, Westra, your job s to orderly pile of the bottom of the screen. But this time the pieces are parts of famous people's faces As a result, this norvicient game is both combattly, different. Spectrum (Life Forman Spectrum Holdeyte, Co PC, Amago, Mac. Holdeyte, Co PC, Amago, Mac.

Fronkenstein has kidnapped Emily, the daughter of a vilage elder, and has gathered a band of monster bodyguards to profect himself. You must punch, lide, and use whatever weapons you can find to rescue her and confront the ultimate monster. This is a challenging game with a wide variety of graphics. Bandal Ametica, for NES.

à: G.I. Joe makes you a member of an ette team of supercommandös, ready to defend the world against the evil terrorist forcesof Cobra. In this key level action game, you get to pick your own three-man assault squad and destroy. Cobra's hidden bases Colorfulgraphics, fast-paced action, and an interesting element of strategy combine to make it a winner. Taxan, for NES.

Gargoyle's Quest is basically a quest game with heavy doses of action. Firebrand, the quardian gargoyle of the Realm, must search the kingdom for the sole her to the Red Gargoyle. A fost-poced acventure that should challenge experts as well as beginnes Capcom, for Game Bay.

à: Gauntlet II is the NES version of the popular arcade stople. Up to four people can play at once, and each player can choose from four different way firming an enderes dungean. The game has a this storyine and no clear goal, but is good-looking. Especially encode game and play with a group or fifends. Mindecape in the Software colowers for NES.

☆ Germlins 2. The New Both follows the action of the movie prefty closely. As Gizno, you must save Clarrip Center from certain down of the heart for the control of the best graphics around in a scraling action garme for the control garme for the control of the will find the last two stages challenging, Sunsoft, for Gome Boy.

A HAL Wrestling gives you the chance to use many of the same moves a pro wrestlers — without howing to put on a structure. A could be a continued to the country of the cou

The immortol turns you loose as an adventurous witard in a maralle disuppean. Your mission is to rescue an adventurous witard in a maralle adjusted. The sharp and to rescue an adventure with which is an adventure with breathfailing araphites and an innovative point of view. Moody background music and correlulation to detail they are the immortal or adventure with the control attention to detail they have been as a second of the marallation of adventure of the control and th

Jock Nicklous' Greatest 18 Holes of Mojor Championship Golf unites 18 of the Golden Bear's favorithe holes into one utilimate course. From St. Andrews to Augusta National to Pebble Beach, if does a great job of simulating pro golf Wind conditions, hozords, and the club you choose all play a port. Although the lack of an overhead view makes putting more difficut, this is a first-class goff game. Konami, for NSS. Accalade, for PC, 64, Amiga, ILISS.

A control of the late of the l

Jack Nicklaus Unlimed Gatt & Cause Design is not only on excellent gorl simulation, bush stor, a brillionity innovative oduced by the control of oduced by the control of control of the control of himself, you can create or madify almost any kind of ferrain, complete with bunkers, kicker, roughs, and greens. You can even position trees, rocks, outernely softlying, Accordate, for PC, Ampa

John Madden Faalboll is probably the best football simulation around. You can choose from 17 different NEL bearts, each with real-flestiter gits and weaknesses. Unequalited graphics, bone-crunching sound effects, and a perfect bland of strategy and action make this game a real winner. Beachard Arts, for Geness.

Jordan v. Birdels youstepinto the basketbal shoes of either Michael "Air" Jordan or Larry "Shapshooter Bird for a chmactic associated for a component scontialed by either the computer or a frend The three-point shootout is a but tirring, but the ane-on-one match is the ingright of the game. Mitton 1970 Co. Ac. NES Electronic Aris.

King's Bounty combines elements of fole-playing adventures, war games, and puzzle games the object storecover a stolen scepter and save the word, but it's the unique combination of stategy elements that suppless the real interest. There's a lot to do, but the player interface makes it all pretty eary. New Word Computing, for PC

& King's Quest V: Absence Makes the Heart Go Yander's the latest chapter in Roberta Williams's long-tunning sogal. This time, King Graham has rumed from a pleasant work in the composite of the state of the composite of the comp

Klax is a fast-action puzzle game that's really a second-generation Fafis. As colored blocks clatter down a ramp, you have to acted them with a paddie and arrange then at the bottom of the screen for the best of the screen for a ramp, and the screen for a ramp of the screen for a ramp of the screen for th

Lakers versus Cellica is a basication game for from of real baskerbadil. Many of the game's statistics reflect those of the real world, and the most you know about the actual teams, the better you'll be a drud teams, the better you'll be a choosing the right of ferse and or continued to the control of the part of the statistics of the control of the part of the third of real NBA basketball. Electronic Arts, for Geness.

Legendary Axell is a hack-andsist in action game that plays much like the original Legendary Axe. Although It locks innovation, it's quick, actionpacked, and nice to look at the you're in the mood for some thing different, look elsewhere — but if you liked the original, you'll like the sequel, NEC, for NEC.

 ¿ Links clearly attempts to be the golf simulation to end all gorf simulations. The graphics are absolutely sturning — ofthough they do take quite awhile to lood. The simulation itself rewards read golfes without being too difficult for nangoffes to play. Access, far AT.

Little Nemo: The Dream Master is a gentle game starring a funof-the-century, come-stip of the control of the century, come-stip of seeping kid in anglishth; you journey through an odd fan-tay word, adding with enemes by roang a consider with the commodition of the master of the commodition of the commodition of the commodition of the game a warm-up. Capom, for NES.



Lard af the Rings is a faint as yrolepicyling adventure. That successfully captures the spirit of Toilen's novels, it has all of the familiar places and characters (maillar places and characters) interesting by adding new quest. The player interface is a snap, helping to make land of the Rings the most successful. Toilen adaptations of an interplay, for PC.

Law G Man takes place in the year 2284, when milliant oliens have seized and reprogrammed at huge factory to make robots that kill humans lead a thorough the country lead at the country lead at the country lead at the way to victory. Good graphics, smooth play, and alroot there way to victory. Good graphics, smooth play, and alroop that the robots of the country prefer all position of the province of the country prefer all position of the province of the country prefer all positions are considered as the country prefer all positions a

à MUS.H.A. is an arcade hooler that may not achieve anything new, but if does eventhing right The backgrounds have style and depth, and the action is engagingly busy. If difficult formagne free ment step up—with action this addictive and graphics this flowless, you may well wonder what more can be done on the home dideogene screen. Sesmic, for Medegame screen.

à Magician follows the adventures of an eager apprenfice wizard who embatis an a cuest to fight vicins and hone his magic powers. Unfortunately, he's being chosed by the evil wizard Abadon. Although Magician is a nice introduction for rate-playing games, the pace is uneven, and lineeds more hacus-pocus for experienced players faxon.

Mega Man 3 follows the same winning formula as the first two Install ments. The android Mega Man travels from wait of waith, defeating enemy rabots and capturing their weapans for his own use. This time, though, the evil Dr. Willy has turned good, but you have the control of the he?). Its great story, out-

standing graphics, and exciting game playmake it the best Mega Man game ever, Capcom, for NES.

Mercenary Farce is an arcade shooter set in 1971-century. Jon 200 must plack your foundations of the second set of the second sec

Michael Jackson Maanwalker features one of the greatest pop stars in hallowly on a mission to rescue the children of world isoades from the flendsh Mr. Bg. You'll delight of the way Jackson's Weldogame character gildes, dances, and moorwalahisway firrught his expositive action-adventure. The animation is a treatment with Seguit and the children is a treatment with Seguit and Genness, soon for Seguit.

Mandu's Fight Poloce, based on the computing orans Tongue of the Fathman is a bazar to both man and the comparability of the fathman is a bazar to both man and the fathman is a best of the cholds-borred fights for the death You and the first os a humanoid, but advance to the death You and the first os a but advance to the death You and the first of the f

≥ Muppet Adventure Na. 1. Chaca dithe Camival is the fist in a projectedsenes of Muppet games. Mis Piggy has been pignapped, and it's up to kernit and a band of Muppet adventurers to reacue her. While the level of challenge is suitable for players of all sall supplishing that and unimaginative graphics. HI Tech Expressions, for NS.

NBAAII-Starchailenge letsyou choose from four different vortations: a one-on-one match between two NBA players an accuracyshoolout; a filendly game of HO-RS-62 or afree-thiox contest. NBA AII-ling these toll gue onto the Game Boy's tiny LCD screen, although the courts abit small, Authentic and fun LIM, for

Nightmare on Elm Street is a wild adaptation of the hit horror films staring the flightening Freday Kreuger, Now you are the only your only hope is to gather and inclinerate his bones. But your mission is blocked by hordes of ghouls, ghosts, and monstes. With its attractive special effects, this game is almost as much fun to look at as it is to play. LIN Tays, for NES.

Nina Spirit a otrop morhal and adventure that IsNEC is arrewer to Anja Garden (185) and feat to Anja Garden (185) and feat your gool is to find and destroy the halfman, half-walf reach to the halfman, half-walf reach moves hardenidg up you pfift emery hinjas and creatures while picking up weapons and are extremely adeltaled, with dark, proading bookground. Che of the best martinolatis term NEC, for NEC or service.

Phantasy Starl list a role-playing adventure find delivers of the fun and challenge of the original Phantasy Starf or the Sega Master System, put the accident the challenge of the challenge of

Pinball Questicone of the madinteresting concepts we've seen in awrite it's an elaborate pinball game wirepped around aquest adventure, with the pinball issulf as the hero's weapon, and assorted montioning and the pinball properties of the pinball wire pinball wire pinball vibraries may find the questifustrating and fricky at first, it's still a very generous entertamment packages. Jacco, On NES.

Pipe Dream is an appeading strategy game that offers an interesting, combination of lagical challenges and fast, nonviolent action. The object is to but if the kingset position enhanced in the content of the content

2-Powermonget borrown many of the concepts in Repuelue but hokes them a step further. One by one, you must conquer 195 different lands to rule the world, contending with rival warlords, bad weather, and stanvallion along the way, becallent graphics with a distriction along the way. But the contending with rival warlords combine with challengers combine with challengers combine with challengers combine with challengers a real winner. Electronic Arts/ Buttrog, for Ampla, PC.

in Princes Tomato in the Solod Kingdom is one strange game. Princess Tomato has been copfused by the evil Minister Pumpikh, and it is up to the extreme the prince of the common street in the strange of the strange of the common to the com

Qui son excelent revival of a closar acrade in from 1981. A very simple game with very simple graphics. It frontalists with the Game Boy's small screen. Your good is merely to till in sections of the screen by while avoidingsome pesistent enemies. It's fun, but some of today's games may find this goiden oddie all tille floo simple. Ninetano, I of Game Boy; Tafot, for PC, Amiga, 64, 51, II, IIGS, and soon for NES.

Rad Gravity follows the adventures of the most promiting space codel from the planet Guark as he races across the universe. Rad must find the lost Compunities to restore the htorgalactic Union. This actionstrately

Railsad Tycoon is a truly exceptional grams that combine nehibitation accuracy with the fun of Manopoly. Starting in the early 19th century, you begin building your railsood empire from scratch. The smulation encompasses everything from encompasses everything from exercise to Irdin-dispatching and urban development, yet is amazingly easy to play. A read standout. MicroPrase, for PC.

☼ Rampage lets you choose one of four different monative and embark on you'life's mission of stomping clifles into the ground. The only thing that stands in your way are the locol authorities and their armies of tanks and helicopters. Although there's not much varithough there's not much variety, the arcade version has attracted its share of fans, and this is a good adaptation. Atori. for Lync, Data East, for NES.

A Rise of the Dragan puts you, in the role of William "Blade" Hunter, a private detective in 21st-century, A. While investigating the drug-related death of the mayer's daughter, you stumble across a plot that's bigger and infinitely more evil than anything you can imagine. A stunning game that should engross even the most joded gamer. Dynamix/Stera.

Roba-Squashis a futuristic cross between tennis, squash, and racquetball. The Idea is to whack a bouncing ball past your opponent (either the computer or, with a Comiyrix cable, another person) at this opposite end of an enalosed court. Three misses, and you lost the round, Roba-Squash and the country of the country of

☼ RollerGames tokse place in the next century, when the world of sports a dominated by the RollerGames — dangerous roller derbies fought outstatents cerea. The graphics don't hold any surprises, but if is easy to get started with and quife enjoyable to play. Whether you're interested in skorting origining, you'll get plenty of both. Ultra, for NES.

Secret of Monkey Island is Lucasifinis I latest interactive adventure, and its every bit as good as halond Jones and fine Lat Cruzade. You play the rate aspring buccaneer who falls in with a strange crowd in the caribbean. Soon you're off in search of a ghost prior and his mystericus ship on Monkey island with way. Withy and fin Lucasifin, for PC, Ampac Si.

Shingen the Ruler is probably the best strategy game yet seen for Nintendo. You play a 16th-century warford who's trying to unite Japan's 21 sepa-



rate provinces. The military, political, and economic appects have the depth and richness of a good computer game, but with the simplicity of play for which Nintendo games are famous. It's not for everyone, but it's a game many Nintendo fans have been waiting for NES

Silent Service II is an autstanding sequel to the popular WMII submarine simulator. Multiple skill and realism levels are complemented by enjoyable ease of play. The graphics define a new state of the autoliance only a worthy sequel, but a classic in its own right. Microprose, for PC.

Skate or Die: Bod 'n Rad for the Game Boy departs from the NES version of Skate or Die, which emphasize diskretaboard stunts, instead, Bod in Rad is or against bad guys and leithal hazards during your quest no rescue a damsel in defress. Although some of the flavor of California skataboarding has satisfaction game. Konami, for Game Boy.

Skate an Die 2 begins after you accidentally run over the mayor's wife's poodle with you skateboard in retallation, the city demolshes your skateboard ramp, and now you board ramp, and now you to build another Your quest takes you to shooping malls, city streets, and beaches. A much-improvad and worthy successor to a million-capy bestseller. Electronic Arts, for bestseller.

Skull and Crashones is about two profess who sail in search of freature while guarding a beaufiful princes. When the process is kidnopped, they set out to rescue her Although the plot is unoriginal, this action game has a bright and carbony look coupled with a fresh, appealing sityle. But the one of furtheringly difficulty dame, especially when played alone.

With two players, it's more balanced. Tengen, for NES.

Sime World raises sime to an off form. On a purind planet awashinscummand sludge, you can choose from six different missions. Most require you to ecope frommobille covering the secope frommobille covering the secope from sold the secope from the second from the seco

Snake Rottle N Rail looks like a game for the younger set cute little snakes sithering account in seator of food, stuing the state of the state o

section to reveni detect. Once section to reveni detect of the commando your mission: Stop Colone Caráffy, who together with the Higharotla Kockamamie is threatening the world with the Ultra-Shelk Nuclear Affacts to the world with the Ultra-Shelk Nuclear Affacts to the world with the Ultra-Shelk Nuclear Affacts to the player and a shooter, this is a big game with counties items and cluesto discoverand silicons of enemies to fight. Ultra, for NES.

Solar Jethan is a Noe-Tooking racade shooter with a twist the 12 places of the Golden Waship are scattered on 12 different worlds, and only Solar Jethan can recover them. The carbon is that each world has list own different kind of gravilly, which makeshanding yourship a read challenge, Iradewest, for NES.

Solitice combines action, action, activative, and puzzle-solving with attractive graphics and amusing sound effects. The ultimate goal is to rescue a kid-napped princes, but the game is really a lest of your mental sits as you move from one puzzle com to another within amusiles costelli-flicial solvier in a companie to the combine summanies of the combine summanies of the combine summanies and combine summanies.

Strider, adapted from an arcade game, is the story of a young worthor who is assigned the awesome task of thwarting an alien invasion of Earth. The Sega version of this game, at eight megabits, is the largest Genesis cartridge verteleased. Lots of action and excellent graphics make it a winner. Sega, for Geness, Capcom, for NES.

Super C is the sequel to Contro. one of the most popular Mintendo shading games of all time. Once again, Sergeant Man Land Control Con

Super Mario Bro. 3 is the latest and most eagerly awaited chapter in the adventured of Mario and Lutja. Once again stool from the dutenture of the first stool from the dutents of the evil Bowser and free the Mush-room Kingdom from domination. Bioboratio words, playes, justify the upprependented popularity of this massive game among Kinlendo fare. Ninter-

Super Star Soldier is a Tostmoving shooter that puls more objects an screen or acce than any other game we've seen. Bearing a strong resemblance to Strong Laves, it's the endof "shoot everything that moves"-type games, because everything moves. With ancade-quality 16-bit graphics, this game ready delives NEC.

in The Sword of Hope is the largest and most complex role-playing game ovalable for the Game Boy. As Prince Theo of Recar, you must find the faction from an end drogon. The game developed the standard of the complex of the Sword of the complex of the NLS, and is certain to broaden the Game Boy short zons. Remoo-Selka, for Game Boy.

Sword of Vermillon is a fantasy role-playing game in the tradition of Phanfasy Star and Phanfasy Star at When the evil Earth in Navaded peace the International son to a servant and sent them away, You play a young man who has no decord in the Identity, but your ties about to change. This adventue has the coording practice come to expect from Sega's BPGS Sega, Cra Genesis.

Takin' It to the Hoop is a fulcourt, five-on-five basketball gent balance between action and strategy. You can't win without skilful manipulation of the control pod, but it also matters how you rotate your players from the bench to the court. Despite so-so graphics and areas sound effects, if sin-alsite, and very entertaining. NEC far NEC.

Teenage Mutant Ninja Turties Foli of the Foot Clan bring the famousfourome of Leonardo, Donardelo, Wichelangelo, and Raphael 1o the Game 80, Once again, the nefatious beautiful April O'Nell, and the beautiful April O'Nell, and the Turties are rushing to her rescue, increabley, the graphics are even better than in the original NES welland, and the total for Game 80.

Teenage Mutant Ninja Turlles

— The Arcade Geme is a

The Arcade Geme is a

ternal after the arcade version rather than the original
Intendo version. All your favorire characters are here the

vorire characters are here the

streeder. This time the Turlles

must rescue April and Spiriter

from the grip of brainvalathed

rather than the grip of brainvalathed

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test Drive III. The Passion puts vouberhalthe whested their supercoss — the Lamborghal Diablo, the Pleinfertain Mythos, and the Chevrolet CEKV III. St book and enjoy the northern Callonias cenergy souccomtures include inclement weather, working wipers and headights, and even off-road ariving. But watch out for the Accoudate for PC.

Tombs and Treasure's a unique game that combines some role-alogying elements with a code action and puzzles. As a code action and puzzles, are the role and puzzles are the fabled sun key to put an end to the demon Tentacut. Excellent graphics, puzzles, and fantactic creatures moles it a fascinating experience, Info-com, for NEs.

à Ultimate Basketoullis the first NES basketoul game to put a full ten players on the court. All ten have their own statistics, and you have to keep them in mind when selecting plays. Although it's not really the ultmate basketball videogame, it is a very realistic one. Amailcan Sammy, for NES Uned is the latest challenges for the fille of top acting game for the America. In terms of graphas, sound, and difficulty, if is certainly an impressive contender, the 2D sale-scrotteder, the 2D sale-scrotteder and beautiful. The 3-bit falled and beautiful. The 3-bit filled and beautiful. The 3-bit filled and beautiful. The 3-bit filled promises a sense in which you fly on the back of a dragon are somewhat lies detailed, but on songly that Cycell, as USB 3-bit, for America 1999.

or Valis II is a sk-level fanlasyadventure with fost of swords, morsters, obstacles, and magical weapons, plus one more intensiting aspect—the are good, and the CD-quality sound and music help make this game extremely addictate if you like secoling, fight-themonstering ame, our resure to likethis one, NEC, for NEC (CD).

Wing Commander let's you pol to 1 out of liferent types of spoceard fadplisyou against the might of the kitathisenpire. The course of the street was the might of the kitathisenpire. The course of the entire war nests with you. Smally the best made for PCs, Wing Commander combines the tense excitement of an arcade shooterwith of an arcade shooterwith and explaining steps of surprising depth and swarb-buckling mediatrams. Origin.

Wings mixes cenal-combat simulation with arcade-color sequences and a bellewable historical storyline. You begin as Woldo Barrestomer, a plot during WM1, and if you play through to Armstice Day, you missaris will change as the war progresses. Excellen graphic special quality that hums a game into a lost weekend. Chemoware, for Amiao.

Wizarda & Warriors X: Fortress of Fear Int 1 red only the Berth Intelment of the famous Wizarda & Warrowseries for NES III to 3 ctudly the first installment for the Game Boy. As the brave kinght Kuras, you must penefrate the reaced costle of the evil wizard Malel for rescue a princess. Exceptional graphics and second of the princes of the markable adaptation of the NES series. Acclaim, for Game NES series. Acclaim for Game

Westlemania Challenge features fen different WWF westlers and lets you choose as many as three at a time for tag-team matches. Each westler has he own set at eight moves, a greater vollerly than most other wresting games But the wrestless themselves are



small, and the simple graphics aren't terribly exciting — overall, it could use more Hulkamania, LIN, for NES.

Ye Book I and II is the list rolepioning adventure to really take advantage of the tuboGraftx-CD player. If a cutually two complete games in which you must defeat book with you must defeat book of 'Ye before continuing to Solaman's Shine end taking on the eyil Darm. The smooth player interface is enhanced by the properties of the contual price of the contua

Zarlor Mercenary is a funous space-shooter that was spacecifically designed for the Lynx. Choose between seven different charactes and fight as a hired gunforthe Zarlors against the Mendicants. Up to four people can pilar at once via Comlynx cables. Six stages of fonstop action. Atlan, for Lynx.

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GAME NEWS

A N D P R E V I E W S

ATARI AVALANCHE

Atari Lynx players have a lot to be happy about. At the recent Winter Consumer Electronics Show, Atari announced morethan a dozen new games for the Lynx. Also, Atari said 20 more titles are in development.



tion.



Tournament Cyberball 2072 puts a deadly, futuristic twist on football.

Sports fans can look forward to World Class Socce, a fast-action game in which good strategy is as important as quick reflexes. Other sports titles on the horizon include NFL Football; Checkered Flag, a Formula I racing game; and Tournament Cyberball 2072, based on the arcade hit with trobotic players and exploding footballs.

The Nintendo martial-arts hit

Ninja Gaiden is also coming to the Lynx. Other action titles are Xybots, based on the arcade game; Grid



Clean up the neighborhood in Ninja Gasien.



Sub.



Experience the aerial dogfigl War I in Wirrbirds.

Runner; Turbo Sub; A.P.B., based on the crime-fighting arcade game; and Vindicators, another arcade translation.

One of the most innovative new

Lynx games that's coming out is Warbirds. This original flight simulator recreates the historical dogfights of World War I.

Crystal Mines II, from Color Dreams, is based on the Nintendo game Crystal Mines. You try to clear



J. D. B besed on an arcade game.



cessfully placing tiles in the puzzle game Shanghai.

100 levels by collecting valuable crystals and coping with gravity reversal.

New puzzlegames for the Lyux include Blockout, Shanghai, and Rampart. Blockout, based on a computer game, is like a 3-D version of Tetris, Shanghair is similar to the age. In the control of Oriental game of mah-jong. In Rampart, you bombard neighboring castles while rebuilding and extending your own castle walls. The player who controls the realm by creating the biggest forriers is a control of the control of the realm by creating the biggest forriers is a control of the control of the way. Another Lyux title on the way.

is Scrapyard Dog. It stars a character named Louie, who must successfully pay a ransom demand to get his beloved dog safely home.

ANDPREVIEWS

FOUR KONAMI GAMES FOR PC AND AMIGA

Some of Konami's most popular videogames are coming to the Amiga and IBM PC, Tandy, and compatibles. Konamiand London-based Mirrorsoft are jointly releasing Super C, Metal Gear, Double Dribble, and Back to the Future Part II.

The arcade version of Super C has been converted with all of its action sequences intact. Metal Gear, originally a Nintendo title, is an action-adventure that takes agent Metal Gear through five levels of a secret mission.

Double Dribble, another popu-

lar Nintendo title adapted for computers, is a fast-paced basketball game for one or two players.

Back to the Future II, says Konami, will feature key scenes from the movie. You play Marty McFly, traveling to the year 2015 in your time-traveling DeLorean. Throughout five levels of play, you try to stop the brutish Biff from changing the past. Levels 1,3, and 5 feature arcade-style action, while levels 2 and 4 are locit puzzles.



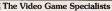
to the PC and Amiga. (NES version shown.)

AERIAL ASSAULT FOR GENESIS

You can fight opponents on land, on the sea, and in the air in Kaneko's second Sega Genesis title, Air Buster. Piloting your carrier-based fighter plane through dangerous landscapes and sea battles, you'll face schools of poisonous flying blowfish, lethal alphabet soup, and rocket-firing engines.

But even if you finish off this lot, you're not safe. You still have to navigate underground tunnels and wall barriers, destroying enemy soldiers and tunnel dwellers until the battle is won.

Air Buster's two-player option lets you and a friend play as a team or compete against each other. A Kaneko "video glove" is also included in the Air Buster package.





ATARI 7800" COLECO VISION"

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GAME NEWS

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CREATE ART NINTENDO

Computer owners aren't the only ones who can create electronic art. THQ is bringing animated art to the Nintendo Entertainment System with NES Video Art.

This unique product lets you draw, sketch, design, color, and animate vour own masterpieces - all without any additional special hardware. You can select from many different colors, angles, geometric shapes, line sizes, drawing speeds, and stamp designs, using a standard NES controller. Once your artwork is done. you can bring it to life by adding both sound and animation You can even record the finished product on a VCR.

TOTEM TIME FOR NES

In Whomp'em, a new Nintendo game from Jaleco, you play Soaring Eagle, a young Indian brave who searches for sacred totems to put in his magical pouch.

You journey through eight worlds, collecting flint arrowheads, gourds, magic potions, and other totems. Each totem has unique powers, and the order in which you collect them determines the outcome of the game.



Be careful of strange creatures as you roam the world for totems in Jaleco's Whomp'em.

OCEANFUL OF GAME **BOY TITLES**

Ocean Software is bringing two film titles, Navy SEALs and Darkman, to the Game Boy screen. Navy SEALs takes an elite U.S. Navy combat group to the Middle East on a dangerous secret mission. Darkman is an action-adventure game featuring a scientist who was horribly disfigured by a chemical mishap.

Another Game Boy title from Ocean is the arcade classic Mr. Do. The one- or two-player game has the clownish Mr. Do journeying through many levels of tunnels. fighting monsters with his trusty bouncing ball.

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